

# Lepanto 4-ever XXV

Welcome to LAE#25, Winter 92/93. This is brought to you by Per Westling which has moved since last LAE to Mårdtorpsgatan 15, S-58248 Linköping, Sweden. E-mail address is as usual [c85perwe@und.ida.liu.se](mailto:c85perwe@und.ida.liu.se). The best way to contact me is by letter, but in emergencies you can try to leave a message during Mon/Wed nights (5-9 pm) at the answering machine at my work: 013-141471.

A normal sized issue of LAE cost 10 SEK, a double sized (about 60 pages) at least 15 SEK and the game-only PG cost 3 SEK. Postage not included.

**Deadline for editorial stuff to #26 is tuesday 30 March.**

The waiting list is not included this issue as not much has happened since last issue, but in short it is possible to sign up for normal Diplomacy (GM: John R), the variants Diadokhoi (GM: Pascal B), Space Dip (GM: Ola H) or Fleet Rome (GM: Per W), or the railroad game 1830 (GM: Sven E). Regarding the latter game and two of the variants more information can be found in the letter column. I have finally decided to remove United from the waiting list as the intended GMs have not been in contact with me again, and I don't have motivation enough to run it myself. If this will change I will (re)start that game again.

## Withering Bytes

In this issue I start a new regular column that I call "Zeens seen". This should review or just inform about zeens I see. I don't publish much Strategy & Tactics material, so Ingvar Gräns' End-game-statement should be worth reading.

In the Scandinavian Zine Poll LAE finished 4th. I'm pleased with that, and if I thought this zeen could win the poll I would either disqualify it from participating or give

the Poll to someone else. I save the article to next issue with details, but top order among the zines was Mu, Avgrundens, Gränslandet, LAE, Dipsosis, Backstabber, Deiderius, Baltic Battler, Farsoten and Pax Germania. One thing I want to point out is that the poll will most likely be for Swedish zeens only next year, as only 1 Norwegian voted!

**The 1992 Variant Poll** attracted 15 voters which had to name the three best Scandinavian variant designs so far, giving order as well. The winner with a score of 26 out of the 45 maximum was *Arab Diplomacy* [Roland Isaksson], followed by *Dagen Efter* [Nils Lindeberg, Björn von Knorring] on 14 and by *Youngstown XIV* [Borger Borgersen et al] on 12. The remaining variants to get votes was *Balcan Battle* (4), *Blood & Gore Diplomacy* (8), *Capitalist Dip II* (4), *Europa 1997* (3), *N&B's DGV* (5), *Seven Seas II* (8) and *Winds of War* (3). I congratulate Roland to this recognition of his variant, which also can be seen in the number of games started. The background to this variant was a project to publish packages with 3 variants from zones like eg Scandinavia. If that project ever takes place the three medalists will be chosen. So this also means that this poll wont appear again, at least not during

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**Personal messages:** Sweden reached another stamp... I'm cutting back slightly on my trading due to the recession that has really taken the toll on me.

Pascal Boutierie (France) has shown interest to participate in the Postal "Championship". I have written addresses of several other (French) zeens.

1993. Well, one hobby poll (PSFP) should be enough, or do you want more?

OSCiD/SDR has finished for 1992, and given the following 10 best:

1	Nils Lindeberg	32
2	Dan Hörning	30
3	Niklas Jansson	26
4	Björn von Knorring	18
5	Oskar Kindding	16
6	Hans-Eric Grönlund	14
7	Erik Ny	13
8	Kalle Stengård	12
9	Henrik Tonkin	11
10	Roland Isaksson	11

As for 1993 I have decided to step down as SDR custodian. The new custodian will be Roland Isaksson. Probably the rules will change but that I leave to Roland.

As a fan of statistics I have computed a complete statistics of the first three years of the SDR. As the scoring system has been varying each year I have normalized each score from each year to 100.00, ie you get the percentage you have of the winning score each year. Example: Oskar Kindding get 50.0 this year and Nils Lindeberg get 100.00. After that I add the scores from the first three years giving a maximum of 300.00. 74 persons have scored points during the years and the top 11 is as follows:

1	Roland Isaksson	226.04
2	Björn von Knorring	139.58
3	Ulf Jiretorn	121.88
4	Henrik Tonkin	113.71
5	Tor Nordkvist	107.58
6	Nils Lindeberg	100.00
7	Dan Hörning	93.75
8	John Robillard	85.00
9	Roger Forsberg	
	Per Norman	
	Lars Rocksén	83.33

Further down we find Niklas Jansson at 13, the best Norwegians (Tore Godager and Jon Venbakken) at places 15 and 18, yours truly at 23 and the only from outside Sweden and Norway (Shaun Derrick) at 57.

What should I do with these statistics? Well, I think they give a pretty good pointer of the skills of the tournament players, so I

intend to keep these statistics from the three last years, so at the end of each year when the new results appear that result will replace the one from 3 years before. This will give a "rating" similar to the one used in Tennis (although they use 52 weeks instead of 3 years). If any tournament director is interested to use the rating for seeding tables, please contact me and I will send you a copy.

**Joakim Spångberg** has made an ranking of his own using Trond Botnen's rating system, and rates the SDR results so far for 92 and 93. The result of this rating appear at another place in this issue.

**Conscience 93** August 13-15 is an sf con with "cyberspace" and a future "Baltic convention" as themes. Guest of Honor (GoH) is Jerry Pournell (one of the first to win as Italy in PBM Diplomacy!) Supporting fee 50 SEK Sw PG 436 32 00-9, attending fees and Swedish GoH:s to be announced. Info: cons93@bugend.edvina.se.

**Confuse 93** during June in Linköping will have Nancy Kress as GoH.

**Finncon '93** will take place at the Old student's house in Helsinki, Finland on 7-8th of August 1993. GoH: Terry Pratchett and Bryan Talbot (a third GoH is to be announced). Entrance is *free*.

This year's *Jyväskylän kesä* (The Jyväskylä Summer) kultural festivals will feature horror (last year was fantasy). Foreign GOH's are Lisa Tuttle and Suzy McKee Charnas. No entrance fee and the date is 19-20.6.1993.

The con info above is taken from the Nordic Electronic Science Fiction Address Directory (NESFAD). You can sign up on this mailing list by send an e-mail to Ahrvid Engholm (ahrvid@sfbbs.edvina.se).

**Folded** has among others a zeen I had intended to plugg this issue: *Europa 2000*. Even more disturbing is that one of the corner stones of this hobby (*Gränslandet*) has folded with issue #21, although Roland is

still very much involved in the hobby. I understand Roland's choice as I have thought of doing the same. When the motivation is lacking either one can redefine one's goal, take a break or fold. *L4E* has not folded (yet) but I can't promise any regularity in the publishing until things get better. Another zeen wish has drastically changed it's policy is *Y Draig Goch* just as I started to trade with it. . . . There are also some other zeens that has folded (*Emperor, Coranex Coraffa, Drömmaren*) but at the same time two new zeens will be started. One by the Diplomacy fan Erik Ny (Fältvägen 12, 784 61 Borlänge) and another one by the Zeen fan Åke Storm (Askungevägen 11, 175 70 Järfälla).

**The first Swedish DipCon** will be held 25–27 June (Midsummer weekend) in central Stockholm (Brygghuset). There is a Youth Hostel in connection with this so cheap accomodation should be possible. And the location should make it easy for everyone to get there. The Swedish Championship will be held at this con, and possible a Team tournament as well. I hope to go and anyone wanting to play in a possible *L4E*-team could contact me. Note that this is a real Diplomacy event, ie no short games allowed! Be there!

**LinCon** will not take place this year (due to problems with "C-huset") so next LinCon will be 20–23 May 1994. But I got an idea to arrange a small Diplomacy con, LillKon... This "konvent" would be a small one, say 40–50 persons. Stay tuned for more information.

**Diplomacymötet** is a small con 5–7 March in Huddinge. Contact Björn von Knorring.

**GothCon** as always during Easter. 9–11 April this year. Contact: Jonas Schiött 031–508555. Diplomacy there arranged by Björn von Knorring.

**SydCon** 21–23 May is at the same time "Riksmötet" for Sverok. Phone: 046–141377.

**For those visiting England** this summer you might want to try one of the best cons anywhere; **ManorCon** in Birmingham 23–26 July. Contact: Richard Walkerdine, 6 Honeybourne Way, Wickwar, Wotton-under-Edge, Glos, GL12 8PF, England. Phone: +44-454-299073.

#### **Spiel '93, Emsen, Germany**

21–24 October. Contact: Friedhelm Merz Verlag, Alberichstr 15-17, D-5300 Bonn 2, Germany.

**Trolls Bottom** might be something to try. In the beginning of October I received the following information: "Game 2 has just begun but there are trolls free!! If you want to take the part as a big & cruel troll send 10SEK (in your currency accepted) to: S.P.P., Box 294, S-73126 Köping, Sweden for start-up (rulebook & 2 first turns). The game is in English!"

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## **Zeens seen**

First, I'd like to get Iain Bowen credit for the idea to this column, as a similar appear each issue in his zine *Y Draig Goch* (see below). This new column – that should appear regularly – will give short descriptions or reviews of zeens I receive. Zeens I see regularly will get a short plugg while one-shots will get longer ones. Hopefully this column should inform you of any interesting debates, articles or features appearing in them. The date given in square brackets is the date I received that issue. In square brackets after each review are info like address to publisher, language of publication, format, size, cost of subscription and frequency.

**Mondo Diplomatico** 99 [Nov 92] is something as unusual as an Italian zeen! Now my Italian is not very good so it's hard to give any review. But it appears to be a pure Diplomacy zeen with about half text (news and reviews, no letter column) and half games (some standard

and the variant *Dark Diplomacy* and *Struggle for Hegemony in Europe*). *MD* is the oldest (Diplomacy?) zeen in Other Italian zeens are the Dippy zeen *L'Araldo Diplomatico* (Marcello Mordini, Corso Lodi 59/E, I-20139 Milano) and the general PBM zeen *Campo Di Marte* (Fabrizio Mattei, C.P. 632, I-90133 Palermo).

Now *MD* also contained something I could understand, the first issue of the English *International Mondo Diplomatico* which also start its first game with players from 6 different countries! So all you international minded players, send your subs to Luca, as *IMD* is available separately. #1 of *IMD* contained an interesting thing – a one page international glossary, giving translations for the most common Diplomacy terms, in Italian, English, French, German and Spanish.

[Luca Barontini, Via Marradi 103, I-57125 Livorno, Italy.

*MD*: A5pc/28pp/3000ITL + postage/monthly?

*IMD*: A5pc/8pp/1100ITL, 1.30DM, US\$0.90, 4.60FFR +p? (outside Europe +35%)/6wk?].

**Y Draig Goch** 68 [Dec 92] is one of those international zeens that is around and I had intended to review it here but as Iain with #69 [Jan 93] announced that he would cut down heavily on the zeen due to economic reasons, and (maybe) be back on track in October 93 or so, anyone thinking of getting this zeen should wait until then at least.

[Iain Bown, 5 Wigginton Terrace, York, North Yorks, YO3 7JD, UK. English/A5pc].

**Dipsosis** [Dec 92] has just celebrated its first 25 issues in 2.5 years and #27 contains the results of the survey which went out together with #25. This is very interesting reading for an old reader like myself and should also give some food for thought for any editors (even proto ones). In this issue is also the start of a new role-playing like game in the spirit of musical chairs. Who would you kick out of a sinking life boat if you were one of Napolean, Freud, Nizon, Leif Eriksson, Judas and Karl Marx? Well as the boat sinks soon only one will remain...

Two major things has happened in the games' part of the zeen. First the GM of Sopwith has been a victim of the Xavier curse (ie doing his military service) which might be the death of this nice game, secondly the United game Sam>ba

has started again, sadly from the very beginning as only 4 of the originally 40 teams remains! Well better than no game.

Two of my favorites as zeen games, besides Sopwith and United (and Dippy of course), are Poesimästarna and EnGarde! The former is going well in Dipsosis and the latter might soon start if a ~~sucess~~ victim brave soul to GM can be found.

Have the steam gone out of the letter section? Down to 11 pages...

[Calle Höglund, Örslösa Bergsgården, 53197 Lidköping. Swedish/A5pc/64pp/15SEK/mnly. Pg: 458 92 36-1].

**InterZine** 92.12 [Dec 92] contains a discussion and rule presentation of the racing game Turbo 2000. The major part of the zeen (as usual) is the 25 pages of "Frisch ausgepackt" ie similar to this column. Another regular feature is the "Compi-corner", which informs of programmes available for GMs and in this issue some articles appear about one of them; United/XY. As I've said before, if you intend to enter the German PBM hobby *InterZine* is the way to go.

*IZ* 93.01 included some stuff from *Desiderius* about the future of the Swedish hobby!

[Lukas Kautzsch, Seiterichstr. 5, D-7500 Karlsruhe 1, Germany. German/A5offset/64-84!pp/2.90-3.70DM + postage/monthly].

**International Diplomacy Yearbook** 1993 [Dec 92] contains mostly results from 11 years of Diplomacy tournaments around the world. Not much other stuff but maybe this will improve if this becomes an annual publication? If you have been or will be at any con abroad this could be something for you.

[Shaun Derrick, 313 Woodway Lane, Walsgrave, Coventry, UK. English/A4pc/40pp/£1.50 + postage].

**World Diplomacy** 8 [Dec 92] contains a mix of things as usual. Of special interest might be the reprint of Ken Hill's article about PBeM Diplomacy from *Computer Gaming World*. In Larry's zens you can often find unusual and original things and in this issue appear *Dip Al Dente*, a variant in the Emilia-Romagna region of Italy with a strong connection to eatables. Another original thing is the music quiz, where you should identify the score of 9 compositions!

[Larry Peery, Box 620399, San Diego, CA 92162, USA. A4pc/24pp/?/Quarterly?].

**Månblad Alfa** 16 [Late Dec 92] This is the clubzeen for our local Science Fiction association (LSFF) and is the benefit for any non-local member. It contains little club stuff but mostly articles concerning SF, from fandom and books to conventions and media. As might be known LSFF hosts each june a sercon convention called Confuse and some of the material reflects this. At the latest con the Guest of Honor (GoH) was the Northern Irish author Ian McDonald, and the interview with him appears this. One unusual thing is that the interview is written in English. One of the readers of *LAE* (Michael Pargman) contributes with a long article about his trip to three Nordic SF cons. And of course Roger Klein has several illustrations each issue, which becomes more and more *manga*-like.

Let me finish this with a recommendation to anyone interested in sercon SF to join LSFF. BTW, why not attend Confuse this summer?

[LSFF, c/o Andreas Björklind, Fanjunkargatan 9, 58246 Linköping. Swedish/A5offset/quarterly. Cost is 70 SEK].

**Science Fiction Journalen** 160 & 161 [4 Jan] is an irregular news zeen published by the sf BNF Ahrvid Engholm. Contains reviews, convention pluggs, news, book release info and some articles. In #160 Ahrvid writes about his trip to Lituaniacon 92 in Kaunas, Lithuania 25–28 June. In #161 he makes an interesting compilation of grants given to Swedish authors the last 10 years. Eg the latest receiver of the "Astrid Lindgren grant", the sf author Sven Christer Swahn is third with 957000 SEK in the last 10 years.

If you hate white space *SFJ* is your zine...  
[Science Fiction-Journalen, Ahrvid Engholm, Renstiernas Gate 29, 116 31 Stockholm. Swedish/A4pc/4pp/50SEK for 8 issues. Pg: 4363200-9 (Fanytt). E-mail: ahrvid@sfbbs.edvina.se].

**Diplomat** 19 [4 Jan] features the rules of *Diadokhoi* which appear in this *LAE* as well, so if you like this game this is another place to play, with Pascal as GM as well. Pascal also has sent in an angry article about Bosnia/Yugoslavia.

If anyone wonders what happened to *Bohemian Rhapsody* Malcolm Smith has been transferred to Germany and in the letter section he gives the explanation of the demise of his 3rd installation of *BR*; the cost of postage in Norway. No wonder I say when it is twice in Norway to the one in Sweden which is twice or so to the UK one... [Thomas Franke, Haarenfuer 12, D-2900 Oldenburg, Germany. English/A4pc/28pp/3.50DM Europe, 4.50 Outside/6wk?]

**LuDiKus** 27 [4 Jan] is together with *Diplomat* to my knowledge the only *pure* Diplomacy zeens in Germany. *LuDiKus* is somewhere between *Desiderius* and *Mu* in style and is a gamers' zeen. As it is the connection to the German variant bank there are quite a few variants and #27 contains the rules for *Pourquoi Pas?*, an originally French variant that appeared in *Spice of Life* some time ago, and is an attempt to improve the standard game.

Games played are Downfall V, Gunboat, World Domination II and some standard Dippu. Quite a few openings, eg Woolworth II-D, Abstraction II and the megavariant Gilgamesh.

[Johannes Schwagereit, Lüftelberg, D-5309 Meckenheim-Lüftelberg, Germany. German/A5pc/24pp/1DM + postage/5wk].

**The Mark Nelson Experience 9–11** [5 Jan] is what I would call a perzeen. It's a 6–8 page excuse for the editor to give his views on things in the hobby, both in the UK and the world. Sometimes Mark makes things like the *Mission from Ghod* "fake" issue of as in #11 (X-mas 1992) which contain the "Hobby Hacking Test". Here is your chance to see if you're a hobby guru or not.

Two other things that have appeared earlier in *LAE* was my answer to Mark's "survey" how some publishers got started, and the "World Zine Poll". In #9 the survey replies from 9 editors appear and in #10 Mark's own WZP appear together with mine.

[Mark Nelson, 21 Cecil Mount, Armley, Leeds, West Riding, LS12 2AP, UK. English/A4pc/6–8pp. It appears irregularly and is available for "the usual" (ie if you don't know what that is *TMNE* is not for you)].

**Mu** 6 [Jan] is a good example why it won the PSFP. This pure-dip zeen is good and it im-

proves. I think three of the things that made *Mu* a success are the layout (nicely done, A4), the many articles and last but not least the humour. It reminds me of some other zeens eh... yes, that's it - *Beowulf!* And the same cliqueness that could be found in the Australian zeens. I think *Mu* might very well repeat the win - the poll curse notwithstanding.

#6 contains eg a short novel of a Diplomacy game (by Dan Hörning who might be the best fannish writer in the hobby), some gossip from Cons, one of Johannes Nesser's Diplomacy articles (this time more about the strategies open for Turkey), a look at the playing style of some of the well known FtF players, an interview with the Puppet Master, and a review of the "Table of Veterans" at UppCon. *Mu* has an interest in variants and #6 features two a bit strange variants.

As *Mu* is a rather new zeen there have started discussion of the house rules, and Widde show a total lack of knowledge what the abbreviation DIAS stand for - *Draw Including All Survivors*. In #7 [10 Feb] the publisher announces a prize increase. It also includes my answer (long) to Widde's answer in #6.

[Publisher: Björn von Knorring, Övre Slotts-gatan 14A, 75310 Uppsala. Swedish/A4pc/46(6)-26(7)/50SEK per 3 issues. PG 6415878-5. Note: Odd numbered issues are mainly games-only issues, at least that was the original intention.]

*Dipsomania* 17 [7 Jan] brings the news of an addition of another editor, Patrick Lafontaine. This will hopefully decrease the turn around time and thereby increase the number of issues each year. *Dipsomania* contains as usual not much else but games, but one of the other things is Thierry Cattin's article with thoughts about nuclear missiles in Diplomacy variants and suggestions of changes. A separate subzeen, *Dipsoscrable* 10, dedicated to scrable and its variants, was included as well.

[G.A. Bryant, 121, Rue Jean Pauly, B-4430 Ans, Belgium.

*Dipsomania*: English or French/A5pc/52pp/55 or 65 BEF/10wk?].

*Norther Flame* 39 continues its layout experiments. Cal has been one of the North American hobbyists involved in the work of the new

Gamers' Guide. #39 gives some information on the contents which might contain eg country by country analysis, stalemate lines, postal house rules, a demo game, variants, dirty tricks. As there will be several different writers and probably using already written material, the new guide should be a better product than Rod Walker's. The deadline for the guide is March 31.

There is also a new edition of the game planned to the 35th anniversary of Diplomacy, with eg a new board, and the back page of the rule book will be a page informing about postal Diplomacy. That flier appear in #39. (I like the set of country by country Diplomacy stamps. Will these be available separately?)

[Cal White, 1 Turnberry Av, Toronto, Ontario, Canada, M6N 1P6. English/A4pc/24pp/CA\$2.50 overseas/7wk].

*Postscriptum* 3 [8 Jan] is a must for any Swedish PBM player. #3 contains a complete listing of all PBM rules available from Calle Höglund, and a list of the latest additions to the variant bank by yours truly. Two new things appear, first a "variant" - the Battle of Philosophy called *Utterly Ludicrous Diplomacy*, and second almost all of Åke Storm's PBM zeens reviews that appear in the special issue of *GL*. The reason for the last thing is that *PS* will try to become something similar to *Mission from God*, ie contain reviews each issue of (almost) all Scandinavian PBM zeens. Of course the listing will make it quite a different thing from *MfG* but this new part will make *PS* an even better introduction to the wonderfull world of PBMs. It's not clear if Åke will write all reviews himself, or if he will act as a collector of reviews, writing a couple himself, but maybe this will be clarified in Åke's new zeen...

[Calle Höglund (see above). Swedish/A5pc/20pp/5SEK + p/2 per year].

*The Banana Boat* did 11th January arrive on its monthly trip from the far away island called Crown of Charles. The ship is robust, and secure, but it shows signs of age being constructed in the mid 70's, without the flashy gadgets that can be found in the more modern ships. It brings us news from the that island in the archipelago of Fandomia to the civilized parts of the world. The islanders are called *hobers* and

once a year they have a festival called *Hobcon* at which they feast three days and nights without any sleep.

A newly introduced sport is boxing which the chief has told his tribe about and they seemed to have found great liking. They even have invited us civilized people to join them in this new sport.

The islanders, and especially the chief, regard us members of the civilized world with distrust and talk about the good old days. Slowly the modern culture is affecting these natives but maybe their presence will bring back some of the long forgotten ways to the modern world.

[#39: Torbjörn Ström, Skeppargatan 35, 37135 Karlskrona. Swedish/A4mimeo/20pp/15SEK/mnthy? Pg: 4420260-4 (T Ström)].

**The Backstabber** 19 [22 Jan] brings some distressing news. Borger has been forced to use a copy shop to reproduce his zeen, which almost tripled the price! Will this bring the death to the Norwegian zeen hobby? At least the changes forced Broger to compress the content slightly (ie smaller maps and using two columns) which I think was an improvement.

[Borger Borgersen, Bølerskrenten 24, N-0691 Oslo, Norway. Norwegian/A4pc/30pp/30NOK/mnthy].

**Signlar från SVEROK** 14 [Week 6] contains little of interest and none for PBM:ers. John Robillard has decided to step down as editor.

[SVEROK,

Box 300, 75105. Swedish/A4offset/20pp/Sent to all clubs that are members of SVEROK but possible to subscribe to separately].

**Gränslandet** 21 [9 Feb] is the last issue of this good zeen as Roland has decided to fold. This issue had two extra publications included; *Stra-parS* (Jonas Nelson's Live Roleplaying Zeen) and an 8 page publication containing the contributions to *GL*'s short story contest. Jonas excellent zeen is worth to get for anyone having any interest in that part of the RPG hobby, and will continue, now with Lars Tyllerud as co-editor. [Jonas Nelson, Forskarbacken 7-213, 10404 Stockholm. Swedish/A5pc/12pp/5SEK + postage/monthly].

**Gehenna "4"** [13 Feb] is what became of the promising zeen *Emperor*. The result of this

transformation is that the various "supreme editors" has been replaced by a staff, and also a more standard layout. (Sigh). The new *Gehenna* (urgh, what kind of name is that) contains some general game stuff (both PBM, RPG [hm...] and board), some articles (HP Lovecraft and an introduction to Mah Jong) and a short story. An interesting thing was the promise to publish a series of articles written by prominent persons in the Swedish PBM hobby and this issue featured Åke Storm's views about the too low prizes of PBM games and zeens. I find the zeen not as enthusiastic and original as *Emperor* was, but still promising. And probably the staff modell is easier to handle. The editor-in-chief promise not to be the quickest around (good, almost never possible to keep) but at least to be regular (good). One note to the publisher: Please note the Post's rules for Club mail (ie 4,80 SEK for 21-100 grams) something both *Gehenna* and *Dipsosis* failed to follow, although the former passed unnoticed...

[*Gehenna*,  
c/o David Samuelsson, Sötriskestigen 3, 61163  
Nyköping. Swedish/A5pc/44pp/12 or 15SEK/?.  
PG: 898154-0 (Wom Games)].

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## Käre Per

First I'd like to mention that I have decided to make a new feature to encourage letter writing. I randomly select one of the published writers in each issues letter column for a free issue. As those trading with me get enough "ego boo" as it is, this freebie will only be given to subscribers.

This time the freebie went to... [Roll a die...] Joakim Spångberg.

## Politics

[Brent McKee, 901. Avenue T. North, Saskatoon, Saskatchewan, CANADA, S7L 3B9]: "Per, in #23 you mentioned that Canada was losing 1/3 of its territory to the Eskimos. This

is not correct. The northern part of Canada is currently divided into two territories, the Yukon (where the gold rush of 1898 took place) and the Northwest Territory. Most of the population in the latter is native, either Indian or Eskimo. The two groups don't really get along too well and the interests of the people are different. That combined with the size of the territory has led the Federal Government to be willing to accept a division of the territory on ethnic grounds. The majority of the population in the eastern half will be Eskimo while the population in the western half will be Indian. The big problem is deciding where to draw the line. It seemed like an agreement had been reached to divide along a river which basically marks the boundary between the two groups. Trouble is that while the Eskimos have overwhelmingly agreed to that boundary, the Indians have claimed that they have traditionally hunted in lands on the eastern side of the river. Although the boundary has been overwhelmingly agreed to in a referendum, the Indians voted overwhelmingly against it and have launched a court case to change the boundary. When the division finally occurs there will be two territories, Nunavut (in the eastern Arctic) and Dene (in the western Arctic).

Incidentally, the term Eskimo is not considered politically correct in Canada. It was a derisive term used by the northern Indians and later used by the fur traders who had contact with the northern Indians first. The word Eskimo means "Eaters of Raw Meat". The people who are called Eskimos call themselves the Inuit, which means "The People". Of course calling the Inuit is effectively calling them the "The People".

((At least the Northwest Natives (notice my avoidance of that term erroneously referring to an Asian country) is more reasonable than some expansionistic tribes of Europe, in that they use peaceful methods. Hopefully that problem should be solved by granting hunting privileges or something on the eastern bank.

Now that the referendum regarding the constitution (rights?) was defeated, will this mean Canada will split in four nations (or maybe countries is the correct term); Neo Canada, Quebec, Nunavut and Dene? This trend with splitting of some bigger nations and creation

of ethnic nations, while creating larger economic/trade unions is something that is happening in several parts of the world (NAFTA, EEC, AFTA, ...). I suspect the maps of the world will change quite drastically over the years to come.))

## Novice package

((In an attempt to make a novice package for Diplomacy I sent a letter to Avalon Hill asking for permission to make copies of the translation of the rules available to novices. I also had some other questions. The following reply arrived two weeks later.))

[Avalon Hill]: "June 03, 1992

Dear Sir:

Thank you for your letter.

We appreciate your desire to expand the accessibility of DIPLOMACY to other nations of players. Unfortunately, we need to protect our copyrights and trademarks from becoming public domain like Chess. If we were to allow anyone to copy our rules, we would in effect lose our ownership of them.

Therefore, I am sorry we cannot allow anyone to duplicate nor translate any of our products without a license.

Cordially,

Jackson Y. Dott  
President"

((This answer wasn't really unexpected but yet disappointing. I have therefore decided not to get involved in that Novice Package project but instead hope Joakim Spångberg will do it with Borger Borgersen's articles as a base. Below are some comments Joakim has made.))

[Joakim Spångberg, Distansg. 19, 50248 Borås]: "[The thumb down] was not that surprising was it? But anyway a pity, and a bit strange after all. Avalon Hill cannot really loose on a translation like that. Strange that some won't realize their own best :-)

# 8 ((of Desiderius)) is planned to be distributed July 17th ((92)), i.e. a collection of ((Borger's))

articles should be ready by then as well. The question is what else should be included. Perhaps a presentation of the postal gaming/fanzine hobby and maybe some useful addresses..."

((My reply:) *Maybe a package with articles relevant for Diplomacy (may grow in time) and a package with some general info about the hobby? Interested players may then order one of the packages (or both) if they are interested.)*

[Joakim again]: "Sounds good!

Is there anyone who has started on it, or is this the time for letters to the letter column of *Dipsosis* and *Lepanto*. With several people writing bits and pieces each the first version of the package should soon be ready. A package of Diplomacy articles shouldn't be too hard to sell to some game stores..."

((As I said above, I wont do this project so I request you (or somebody else if you're not interested) to finish this project. I think the most important thing is to finish a first version, containing just the most necessary. Later version may include all those articles we are talking about, an analyze of an actual game played etc.))

[Mark Nelson]: "I can't understand Ingvar Grans comment that: "The good thing about what he ((me)) suggests is that he doesn't have the time to write it all by himself." Is he suggesting that the non-appearance of a new novice package is good? Good for whom?

I think that including at least two different articles on how to play each power is the best way to write a novice-package. Most diplomacy players believe that there is One True Way to play each power and the danger of running one article on any power is that novices may get the impression that this is *the* way to play that power. By running two conflicting articles you show them that there is no right way and leave them better equipped to decide for themselves how to play each power.

A classic example is Austria. Most writers recommend either The Balkan Gambit or The Hedgehog and rarely mention the alternative. Obviously for the Austrian section of my novice package I run an article recommending The Balkan Gambit (probably the one by Richard

Hucknall) and one on the Hedgehog (probably one by Richard Sharp).

In the past compilers of Novice Packages have run a series of articles by the same author on each power. The problem here is that most authors have a definite favourite and least favourite power and this comes over in their writing. By going through my extensive diplomacy archives I can find a write who claims Austria is the best power, another who claims England is the best power... all the way down to finding someone who claims that Turkey is the best power!

I think that Ingvar and I agree that any novice package should be free from bias in attempting to suggest that one power, or one way to playing that power, is the 'best'. A Novice Package should give novices information and ideas and leave them to make up their own mind.

I certainly have enough articles in my dip collection to compile a novice package, the problem is simply finding the time to rewrite them! And in the final analysis I do not think that the construction of a new Novice Package is particularly important, I'd rather concentrate on fanaticism of other kind."

((There might be some sort of novice package for PBM at least, as Roland Isaksson is planning to turn his special issue of *Gränslandet* into a more-or-less timeless publication, with reviews and articles about PBM. So, still have a PBM Diplomacy Novice Package to do... Maybe we should import an UK or US package, and just add some article with details about the Scandinavian/Swedish Diplomacy hobby? What do y'all think about that idea?

As GL I would be interested to know if Roland plans to do that "timeless publication". Anyone?))

## WDC & EDC & Swedish Dipcon

[Dan Hörning, Box 25006, 10023 Stockholm]: "I read in Dipsosis (have forgotten which issue) that World Dipcon is going to be held at Manor-Con in 1994 and that Carl-Magnus was planning to go there. I must say that I was thrilled by the idea and now I want to go to. What time of

year is ManorCon? I have a military excercise in April or May.

The reason I wrote was to ask if there is enough interest to form a Swedish national team of 7 players (for there must be a team competition, right?) ? Is there? It would be most interesting to go to the world championship as a member of a Swedish national team. Please tell me, Per or Carl-Magnus if you are interested."

((I hear a rumour that Jeanette Pahlén is trying to get together an Amazon team to the WDC... I think your idea is good. Either we can make the team a combined Swedish/Norwegian or a true national team depending on interest. ManorCon is in the end of July so you should be OK. So who wants to be coach? As a starter interested players can do as Dan suggests. BTW, I plan to go if I can afford it, ie if I get a job before the end of 1993.))

[Shaun Derrick, 313 Woodway Lane, Wallsgrave, Coventry, CV2 2AP, ENGLAND]: "Long time since I've heard from you - I have had flooter from Björn von Knorring with Dip results - very useful!!

Any other Diplomacy tournaments since LinCon? How do you feel about holding the European Championships in 1995?"

((Shaun should have received more results after I got this letter.

When it comes to EDC in 1995 I think it would be necessary to hold one in Sweden if we are to try to get WDC in the future. A natural choice would be to use the Swedish DipCon as the cite for the 1995 EDC but as it's not clear if Swedish DipCon is a good idea (we will know in the summer when the first DipCon will be held, hopefully). What do the rest of you think about this?))

[David Hood, 2905 20th street, NE, Hickory, NC 28601, USA]: "Let me give you a few thoughts on World DipCon. First off, I think that the only thing that must be decided internationally is the rotation scheme. We can trust the winning bidder to set up a good event - else award the WDC somewhere else.

I do believe a written charter is a good idea, to forestall feuding and to bestow some legitimacy to the whole process. We need written

provisions about deadlines for written material, selecting processes for the people who will be deciding the thing, and whatever else is necessary. I think the DipCon Charter over here could provide some basis for what is needed.

Now, on to rotation. Three zones in Europe out of five is just unacceptable. We should have a truly international rote. I would be in favor of a compromise approach: UK/N. America/Continental Europe/Australia+Asia/Floating Year. The latter can be in Europe most of the time, but it would not have to. It could be in N. America sometimes, or in developing Dip communities elsewhere in the world. This is important, to prepare for a hobby that may look completely different 10 year from now. If we lock in 3 European zones, we would not be setting up a very good system for the future.

Above all, I challenge everyone in this debate, in places like *Diplomat*, *Norther Flame*, *Globe-trotter*, etc. top come to a consensus by this time ((October 1992)) next year."

((A good idea might be to make some charter and agree upon it at ManorCon 1994. Both the US DipCon Charter and the (SF) WorldCon Charter might be used as influences, but the important thing is to include as little as possible; rotas and deadlines might be enough. I suggest that the ManorCon group should work on this charter, 1.5 years should be enough.

One problem is that not having the rota decided soon, when will the cite for 1995 be chosen? A possibility could be to decide the cite at ManorCon 1993? David's proposed rota is fine, and maybe if we put Floating year after U.K. we can start to use it directly (1994 UK, 1995 Floating Year, 1996 North America, 1997 Europe, etc), ie interested cites could send "applications" to the ManorCon committee and a hobby meeting at the 1993 con might be the right forum to decide.))

[Brent McKee]: "As to Mark Nelson, my point was that under most circumstances most cons in North America will not normally draw large numbers of participants if they are not playing host to Dipcon, and therefore would be unsuitable for hosting World DipCon. I will admit that

there have been DipCons which have not drawn well. The Texas event was one. This year's Dipcon in Kansas City was another, although what it lacked in quality it apparently made up for in the quality of the participants. One problem that this year's organizers ran into was that they insisted on holding it on the same weekend as the Origins convention in Milwaukee. That scarcely bodes well for attendance. Yet there is no guarantee of a North American con drawing large numbers of people unless it is part of a larger gaming event, like Origins, Atlanticon, or Avaloncon."

*((A WDC with the intent of getting international hobbyists have probably no chance to be a success besides any DipCon in North America, but if WDC was interpreted as the World Championship in Diplomacy it might! But then it would maybe attract mostly FtF Diplomacy players and be more of a competitive than a social event. A suitable location for such an event would be Avaloncon, probably making Avalon Hill interested in sponsoring it.))*

[Steve Bagshaw; Current location unknown]:  
"((Translated from Swedish to English)) I read the programme for the postal hobby meeting (at LinCon ((92))) in Dipsosis 23. I don't know yet what was decided but just wanted to say something about the Swedish Diplomacy hobby. Maybe things seen from my perspective will be helpfull.

WDC: It would be great fun if a WDC will be held in Scandinavia! Alas, I'm not sure there would be that many foreign visitors. First, there are not many that are aware of the existence of a Scandinavian hobby. When I wrote to you 1991 (actually a year ago!) I had no idea the Swedish one existed. I remember I thought your fanzine existed and (maybe) one more. Maybe it doesn't matter – is it only the high ones of the hobby that go to WDC?

Second... if you have decided to try to get WDC 1998 it must be in one of the capitals (preferably Copenhagen or Stockholm). (I'm now think about those not being portal figures of the hobby which would like to combine the trip to WDC and a vacation). They are already wellknown cities which everyone would like to visit, I think. And they are easier to reach from

abroad. The people outside Scandinavia regard you as a group. You ought to coordinate the hobbies (can you reach an agreement of the location?) – it will also give Scandinavia an advantage to other European countries wanting to run WDC.

Maybe you should start a petition about having WDC 98 in Scandinavia. Show unity. (I can sign when I'm in Iceland – Stefán Pétrsson, right?).

I don't know if Swedes have got fed up with it, but Vikings is very popular abroad! That might help you to push for "VikingCon" or something as silly.

Scandinavia must "present" itself as one alternative for WDC. The Enlish speaking hobbies will not consider the possibility otherwise.

*A Swedish Dipcon:* I think Stockholm during the Summer is the right time and place. SM in Diplomacy can be settled during any convention but this specific convention should be given a special name. In Australia we have a summer tournament in the capitol. Our capitol is very booring, but the hobby regard that tournament as the most important anyway! That "Tournament Champion" is settled by all tournaments, but "The Australia Diplomacy Championship" is this tournament. In any case I'm just a foreigner so I write nother more about it. (The Canberra tournament is part of a larger game con which is good here I think.)"

*((It is correct that the Scandinavian hobbies is rather unknown abroad. But this is partly due to the languages and partly due to the few Scandinavians active outside abroad. Then the hobby is rather young as well. The different hobbies are rather different, but of course for example Norway and Sweden should be able to make a joint arrangement. Regarding the location a major city is prefered but besides Copenhagen, Oslo, Stockholm also Uppsala and Gothenburg ought to be possible. Uppsala is close to Stockholm and have an active hobby (and is cheaper!) and close to Arlanda. Gothenburg is a very internationall city and have good connections with a large airport close as well as ferry connections with England, Denmark and Oslo. Personally my preference would be: Copenhagen, Gothenburg, Oslo, Uppsala, Stockholm. Cities like*

*Linköping or Borås is hardly possible. At the hobby meeting the possibility to hold WDC in 1998 was discussed but this is very far into the future so lots of things might happen. But until then we in the hobby can work on making us more known and as well work on establishing a yearly Dipcon.*

*A petition is hardly necessary. First the rotation must be settled (94) and then the location for WDC 98 is decided in 96 so we still have the time between 94 to 96.*

*VikingCon is actually the name of the con in Copenhagen! But of course Vikings could be something to use, in the same way WDC III used Crocodile Dundee...*

*As the Swedish Dipcon will be in June in Stockholm, it worked your way, Steve. I agree on what you say, and the division between Tournament Champion / Championship already exist as we have both the SM and the Rally. The future for the SM is hard to tell right now but the 92 attenders during LinCon-92 looked promising...))*

## OSCiD

*((With this new season of SDR/OSCiD I decided to step down as custodian. I asked (among others) Roland Isaksson if he would be interested to take over, and he accepted. I also made a suggestion for a new system influenced by the ideas above, which I sent to Roland. He made some more changes, and the new official system can be found at another place in this issue. The basics ideas in the new system is as follows: The tournaments is divided into 3 classes depending on size (28-48 players, 49-69 players, 70+ players). The different classes give varying rally points to winner (10,15,20) and from 7 to 14 players gets points depending on class. The Swedish Championship (SM) will be regarded as one class higher, and a competition of the highest class hosting SM will therefor be regarded as a 4th higher class (25 points to winner, 14 get points). Each player may count her three best results and add the results from the SM as well.*

*Below are two letters I did receive some time ago, and those together with my own ideas possibly influenced Roland some (although he de-*

*nies this :-) so I decided to reprint them even though some things might be a bit dated:))*

**[Dan Hörning]:** "Clearly, the system used quite satisfactory last year has broken down in this years ((92)) open Swedish championship in Diplomacy. If I win, which I very well might at the time of writing, it is not because I am a better player than Nils Lindeberg. Rather, it is because I competed in more and smaller tournaments which were easier to win.

Another threat to the system is all the small cons that keeps popping up (mostly referring to the small monthly cons to be held in Blekinge, according to The Baltic Battler) that get rated as highly as LinCon...

I propose the following system:

Every player can count only *four* (4) results for 1993 in next year's OSCID. Three results are too few. Just look at this year's tables.

Cons need to have at least 28 attendants to be counted. They must also be announced at least three months in advance, to Per Westling as the official Diplomacy Adjudicator.

Cons give OSCID points to the seven best contestants, just like this year. 10-7-5-4-3-2-1

Cons with more than 56 attendants (8 tables - of course the limit could be higher but it should definitely not be lower - perhaps three limits could be used as well) get higher ratings. There the winners get 15-10-7-5-3-2-1 points. Alternatively, 10 or 14 people could get points - this would be 15-12-10-8-6-5-4-3-2-1 or 15-13-12-11-10-9-8-7-6-5-4-3-2-1.

These changes should take out all that is good with the current system and remove all that is bad. It will still be of some use to arrange a small con such as Daladippen (28 attendants) but LinCon would count for much more.

P.s. Perhaps SM at UppCon or DipCon 93 should count for even more? D.s. "

**[Björn von Knorring, Övre Slottsg. 14A, 75310 Uppsala]:** "Since the Diplomacy hobby in Sweden has exploded the last year ((92)) and attracted many new players and some Diplomacy only conventions are beginning to appear (Daladippen for example) and attract players

(not to mention Fantastika and Dalcon which attracted over 30 people) I think that the rally has to be reformed.

One way is to increase the number of players to 35 for example instead of 28.

Another way is to take all OSCID-points and divide with the number of conventions you are visiting (and play Diplomacy at), but you have to divide with at least three. So if you are visiting two conventions and get a 5 and a 7, you get 12 points which has to be divided with three, but if you play at three conventions and get 7,5 and 2 you still divide with three, do you understand?

A third way is to allow players to count only their 3 or 4 best results.

A fourth way is to assign points to the 7 best in the 6 biggest tournaments during a year in Sweden. This would mean that when the year is up one look which has been the biggest and thereafter assign the points. In this way a players does not know during a tournament if it will be counted or not (if it is not as big as Lincon eg), so we might maybe get away from tactic gaming.

Something has to be done since you can not go on with 8-10 diplomacy conventions, since it to much reward those who get to all. Take this year for example, if we say that Fruncon and Ylva's con get 28 players, and some visiting those two, and Boråscon and all other cons which already has qualified, you could bet Nils by collect 4 points at each convention (9\*4), should that mean that he is a better player than Nils? No way.

I know that this is a problem since the Diplomacy rally always will reward those who are very active, but this is to much."

## International Contacts

[Luca Barontini, Via Marradi 103, I-57125 Livorno, Italy]: "Hello Per,  
My name is Luca Barontini, I publish in Italy a zine (the oldest in Italy) named *Mondo Diplomatico*. You'll find here a joint copy of last *MD*. ((Refer to "Zeens seen" for a review. - PW)) *MD* is a zine born 9 years ago. In *MD* players can play Diplomacy (now we have 8 games

of diplo more 3 games of a particular tournament of Diplo named *PBM Challenger*) and its variants (now *MD* have a variant named *Dark Diplomacy*, 1 game).

We are organizing a match of a variant named "The Struggle For Hegemony In Europe" too. First game of *Struggle* will start in the next *MD* nr. 100 (!!).

I'm responsible of Italian Diplomacy Association (AID – Associazione Italiana Diplomacy). AID is an association born about 8 years ago for helping Italian Diplo-players and Diplo-umpires. Now AID have 50 members, 4 associated zines, and his own zine named *Notiziario AID*, 4 numbers/year. The principal purpose of AID is to organize games for all associated zines (actually all Italian zines treating diplo games are members of AID) and help players when zines fold. AID is responsible for Diplomacy by mail rules and many other little tasks.

I think you'll not know Italian, but a part of *MD* is wrotten in English (Internatial game). I hope you like *MD* and if you want I can explain you (in English, my bad English) so that you consider interesting."

((Hello Luca, and sorry for the late reply to your letter. No, I don't know Italian, so we will have to stick to the first language of the hobby, ie English. Nice to see that you already had gathered quite an international blend in the international game, that's more than I have succeeded with. Hopefully even more international players will join now that IMD gets more known. I congratulate you on your first 100 and wish you another 100 (or should that be a curse?).

One of the players in the international game was from Finland, and as I know nothing about the finnish hobby I sent a letter inquiring about it. I wrote him in English as I know finns are about sensitive about the Swedish "inheritance", but Hannu replied in Swedish...))

[Hannu Tuikkala, Eteläkatu 5 B 10, SF-92100 Raaha, Finland]: "I play in *Mondo Diplomatico* in an international game. The players come from different countries, but I think you already know about that. I think have received *MD* yourself as well (?).

Alas, the thing is that I already play in three PBM Diplomacy games, and also a Russian Campaign (and I also subscribe to AHIK's *Despatch*). And: I'm unemployed.

So I'm simply short of money, and maybe of time, to play in another PBM Diplomacy game.

If you're interested, we could maybe play some simple PBM, eg Quatre Bres or NAP's Last Battle. This was my first game and I still like it very much.

Alas, again, I can't tell you much about the hobby in Finland, as when I started to play these wargames, there were no opponents here in Finland, so I got my game friends abroad; with help by AHIK I got contact with players in Germany and Italy.

I know there is one club in Helsinki; *Soumen Simulaatiopelaajat r.y.* (Finska Simulationsspelarna). President of the club is Eero Hurmalaisten (Fredrikinkatu 19 B 13; SF-00120 Helsinki; Phone 90-660365). There have been played at least one PBM Diplomacy game in Finland.

In Mariehamn lives Lars (Lasse) Hellsten, my first gamefriend outside Brahestad (Raahe). I've visited Lasse some times. There is also a club there as well: Mariehamns Strategy Klubb. Lasse's address is Strandgatan 8 B; SF-22100 Mariehamn; phone 928-12079.

Lasse speaks Swedish (of course). I always speak Swedish when I talk to him to keep up my knowledge of the Swedish tongue. Maybe you will find new gamepals and -contacts with help by Eero and Lasse."

*((I have tried to get contacts with PBM Diplomacy players in Finland and Hannu is the first I've got a reply from. I will probably contact Eero Hurmalaisten, and I hope other Swedes will try to make contacts with Finnish players as well.))*

## Conventions

[Shaun Derrick, 313 Woodway Lane, Wallsgrave, Coventry; CV2 2AP, ENGLAND]: "Thanks for your letter, Per. I wondered when

I would hear from you again! Enclosed is the 1993 International Diplomacy Yearbook which is not as good as it could have been! I have sent copies to Bjorn, Roland and Dan.

As you will see I have not been able to include all the Swedish final supply centre charts for those conventions for which I have information. Next year I will be more organized, and get all the Swedish and hopefully, Norwegian results in the Yearbook too. I did receive a lot of results from Bjorn, but I am a bit confused as to which convention they apply — it seems that some charts have been used for more than one convention ir ((sp)) many of the sheets say "Dal-Con"?

*((Actually DalCon was the first con in Sweden during 1992, and I don't think you included it in DYB. I hope Björn von Knorring tags the sheets better next time. . . ))*

I have included all the results that you have sent me in the Individual Player Achievements, and taken the liberty of calling ArCon in Norway the Norwegian Diplomacy Championship — if the Norwegians don't have a championship, then this seems big enough to call a national championship.

As you can imagine I am collecting a lot of information on conventions around the world, but I do need someone from each country to keep me updated with the following: All convention results to specifically include the top 7 players in the tournament, their nationality, and if possible the full final supply centre charts for all games; also details of any future conventions as I want the 1994 Yearbook to include the calander of events for 1994, but if you can give me details of the events for 1993 i would appreciate them, and publish them in Globetrotter.

I am interested in coming over to Sweden again next year, probably to the Swedish Diplomacy Championship (LinCon?), but I notice that you have mentioned the first Swedish DipCon?? Is this to be held in Linkoping and hold the Swedish Championships? More details would be appreciated. If possible can you send me each copy of L4E, including the last one if it has the LinCon report. I would sub each time I don't issue a copy of Globetrotter if it proves too expensive.

One regret I do have about the Yearbook is that very few people believed it would actually be published, and I think this is why nobody provided any articles for it. Next year I would like any articles on the Scandinavian hobby in general from anyone who is involved. I would like to obtain a list of all scoring systems ever invented, so would it be possible to get all the systems used in Sweden or Norway since tournaments started?

Are there any tournaments in Denmark or Finland? You mentioned that there were some good Danish players who play at GothCon, do they have their own championship?

Finally, if you do spot any mistakes in the Yearbook, please let me know, I may have got some of the nationalities wrong for the Norwegian events as I have listed everyone who took part as Norwegian!

I look forward to hearing from you. Best not to use the fax as I may be moving to another job."

((Hopefully Roland Isaksson, Björn von Knorring, and possibly other may be able to send you results from Swedish cons. If Joakim Spångberg gets his rating system to work there might be a source of info as well. The Norwegians use that rating system already, so maybe the rating master (whom I forgot) there could be a possible person, or Borger Borgersen might be helpfull.

I think ArCon is regarded as the Norwegian championship. About Finland I know almost nothing, and I have never heard of any cons. The Danes have one or two cons, of which the biggest is VikingCon in Copenhagen (October I think) which is about ArCon size. If VikingCon is Danish Championship, then I'm Danish Champion...

The first DipCon will be Swedish Championship. Some info can be found in "Withering Bytes". As there will be no LinCon this year I strongly suggest you should try to make it to that DipCon, otherwise UppCon (late september) might be a good choice, although I don't think you'll like their system...

I have few back issues of L4E and none of the latest. With my current frequency of publication, I suppose you will have time to publish an issue of Globetrotter in every issue.

Calle Höglund wrote an article about the Swedish hobby for Europa 2000 some time ago. A slight revision of that might suit DYB. But I should try to write something myself if noone else does. Regarding the scoring systems, I ask for anyone that can dig up those data? I can probably give you details for LinCon from the last couple of years, but other cons is harder. Anyway, "Diplomacy A-Z" should give you some data for tournament systems.))

## The Zeen

[Leif Kjetil Tviberg, 8210 Sogn Studentby, N-0858 Oslo 8, NORGE]: "You wanted some feedback on the contents of L4E:

I am rather pleased, it is a fine mix of letters, discussion, con reports and "feature stuff" as Calhamer's articel in last issue. I would like even more "features" eg. about different powers, openings, variants. Personally I have not much interest in the endless discussions on WDC, but I see the good point in contacts with the international hobby. (And it is this that makes L4E to something speciell). Bridge does not interest me.

I don't agree with Mark Nelson that "actual games" are unnecessary. My interest for Diplomacy is based on my liking of the game, otherwise I would not have subscribed to L4E if I had no opportunity to play. My request is therefore that you replace games that finish with (at least) the same number of new games, variants preferred. If you must choose between games and other stuff, choose the games."

((I appreciate feedback. Regarding articles I have enough to fill issues for years to come, especially if I start to publish variants, but I would prefer to publish original articles, written by Scandinavians or others. If anyone would like to publish a subzeen (either as a column or as something similar to PG with or without games) I would be pleased. The variants published so far has received little comments. Should I continue with this? More? Less?

I understand that not everyone could be interested in all parts of the zeen or of what's written in the letter column. At least I hope that

*headlines etc makes it possible for you to skip what does not interest you. This should apply to Bridge as well, although I try to choose things of general interest, so that very little knowledge of Bridge is required, and at there are at least some who enjoy that Bridge material (including the editor...)*

*LAE will never become a warehouse zine, but if I dropped all games I think I would loose several subscribers. I can't promise to keep up the number of games right now, so I recommend that those that want to play in several games at least try one more zeen. But both when it comes to variants and regular Diplomacy, the interest to play has not been overwhelming recently, with several list being unable to fill up, so I wonder if the interest to play is shared by others. Hopefully your example to sign up for eg Diadochou will be heeded by others.))*

**[Ola Hansson, 5961 Looking Glass Road, Roseburg OR 97470, USA]:** "I have several opinions regarding your fanzine, of which the most important ones are mentioned in this letter. I hope it is not to critical, you are making a good job with LAE, and I appreciate the fanzine, but I think it can be improved. ((Agreed - PW)) What I write below is my own views, and I don't know if they are shared by the rest of the readership.

I don't think Bridge belongs in a postal gaming zine, and think the little share devoted to Bridge is used for something else. I have never understood why in the world you publish Bridge in this fanzine, as it is far from the papers real niche, Diplomacy.

Biographies is a good idea, as long as they are not mandatory, but just a way for the players to introduce themselves to each other. If there are mandatory, or if they must follow certain schemes, they are definitely wrong. It will be interesting to see what the first biographies will look like.

The irregularity of LAE doesn't have to be bad. But it is important that PG is more regular. I think it is better to wait until an issue of LAE with good quality can be made, than to publish more, but thinner, and probably of lesser quality. To be impatient, is hardly the ideal attribute of a Postal Gamer.

Presentations/Rules for different variants is a good feature. The Article "Top Ten Silly Variants for Diplomacy" was a great one, and I would like to have more Variants presented in the zine. Especially "McInTinker Diplomacy" (the one in which England starts with 6 sc) looks interesting, I would like to see what effect it would have on a dipgame, but I think it unlikely anyone would like to play that variant.

The letter column is mostly of good size, and a good feature in the Fanzine. I would like to have an even bigger letter column than the current, as the letter column gives the fanzine, in my view, a great portion of its reading value.

Diplomacy A-Z is a bit to ambitious for my taste, but I suppose there are those which has good use of it. Personally I only read it cautiously. What I miss is presentation of Fanzines, Scandinavian and International.

Something I would like to see more of in the fanzine, is non-Diplomacy-games. Now that Rail has ended, and The Kick Inside seem to disappear, the zine is to much dominated by Diplomacy. I suggest that more non-Diplomacy-games are introduced, even though Diplomacy is - as it should be - the dominant part of the fanzine.

I also include a variant, which I have worked one the last couple of weeks. The test gaming of it has so far not been very great, so there are probably some less well thought out rules in it. I would definitely like to GM it, if it is possible to arrange. Alas the written communication across the Atlantic is a bit slow."

*((Bridge in zines is not very uncommon, but it exists. I think a zine needs its own niche, and as Science Fiction and Bridge is two of my hobbies besides Diplomacy/PBM it is natural that some of this appear in the zine. Another reason for Bridge in the hobby is that Bridge fans was one of the three fan groups that created the Postal hobby back in the 60s in the US, the other two being board gamers and SF fans. Anyway, my extensive play recently is one of the reasons LAE/PG has been delayed. But the "thinness" of this issue has more to do with economics than time.*

*The biographies is a good way to encourage letter writing between the players. It's easier to write to someone you know at least something about.*

*Top Ten Silly, was just that, silly. There exist other just as silly. But the McInTinker variant has been attempted, at least in the e-mail hobby. When it comes to testing variants postally the time requirement makes people more choose more carefully.*

*The letter column requires letters from the readers. But sometimes it might be those "endless" discussions, so if anyone have new threads to write about, please write.*

*I hope the "Zees seen" will give you some of the presentations you were looking for. For Scandinavian zeens you could try latest Postscriptum. Most of the other hobbies have some kind of Zeen listing zeen (eg Zine Register in the US) which is probably the best way if you want to know about one specific hobby.*

*I would also like to see more games, but I have not been enthusiastic enough to start them myself. But if anyone wants to run a game this zine has room for it. (En Garde! anyone? :-) Someone who is willing to do this is Sven with his thoughts about 1830. Read more about this below.*

*Your variant (Space Dip) looked great and would fit nicely in this zeen, and it will appear Real Soon Now (RSN). You're welcome to GM. I don't think that the length of communication across the Atlantic is any problem because I think you will be back before the game starts (judging by the current speed of filling the lists)...))*

### **Diadokhoi**

**[Pascal Boulerie, Escalier 7B, 28, blvd Aristide Briand, F-93100 Montreuil, FRANCE]:** "2 lists will be opened in *Diplomat* and in *Lepanto*. If both games can start, it's OK (around spring or summer 1993?). If not, then we can merge the 2 lists. [I think it will take some time; in France, I've had an opened waiting list for about 1 year! And the game has not started yet (5 players out of 6)]"

*((I hope I will publish the rules or something like it RSN. If not in this issue then it should be in next (sorry for the delay, Pascal). BTW, I loved that other variant (by Jean-Yves Priou) you sent me, with 5 religions struggle for hegemony of Europe in the dark ages. Maybe next project after Diadokhoi?))*

### **PBM 1830**

**[Sven Eriksson, Furing 4, 58347 Linköping]:** "I have some thoughts on playing 1830 by mail. (Well 1830 isn't my favourite railway game, 1835 is, but 1830 is probably the most spread variant.)

The problem is that 1830 is a game where many moves are very simple (e.g. buying and selling shares) and therefore slow down the speed in a pbm game. I know of a game of 1830 that was played on the Internet with people from USA, Sweden and Finland. They sent their actions by e-mail to all players and since the e-mail goes around the world in a short time several actions could be made each day. One stock round could be finished in two or three weeks. Standing orders also helped. Operating rounds were lesser problems because they do a lot of things but there are eight companies that will make their actions. Usually one operating round lasted one week.

Playing 1830 pbm in a magazine cannot be done this way since the issues come once every month or every second month. Many actions must be completed in each issue and performed parallelly.

My basic idea is to complete a stock round and operating round in each issue. This will probably complete a game in 20-30 issues. This speedup needs a lot of rule changes.

The game master starts the game with a presentation where the seating order is revealed. The seating order should be randomly generated by the GM.

Opening round: All players state bids for the private companies he is interested in. The GM resolves the bids in seating order as if the players were gathered around a table and telling

their bids. Conditions should be allowed like "If I have both companies A and B then bid for E at price XX." Bid prices may be any price. If all players pass around the table the company runs a dividend and the unsold companies decrease their value by \$5. If there is a bid for the next company that exceeds this price it is sold. Otherwise continue paying dividends and decreasing prices. All companies should get sold at some point because someone should find a company worthy of at least \$5 when it pays more than that in dividend each operating round.

**Stock rounds:** All players give conditions for buying and selling shares for a complete stock round. The game master then resolves the actions according to the old rules. Conditions could be very complex and variant on time and what other players do. But if they are unclear to the GM he may refuse actions or do what he finds reasonable. To cover most possibilities the player must think many actions ahead and think of many strange situations.

**Operating rounds:** The companies give orders for laying track, running train, paying dividend and buying trains as usual. However the President must think of probable situations like someone else have built on a tile where he wants to build, there are no more yellow tiles with a station on or there are no more 3-trains or even phase changes.

I am willing to GM one game. However I must get a job first on a company where there is a possibility to use a computer to calculate player and company money and draw maps for the magazine. Any players interested?"

*((Interested players can contact me or Sven. I had a copy of PBM rules used by some American zeen which Sven has received. If this game is a success there is other games that I would like to try eventually: Postal Empires in Arms, Postal Pax Britannica or why not creating a postal version of that great computer game Civilization!))*

## Miscellaneous

[Georg Broniarz-Frynas, Girton College, Room B26, Cambridge CB3 0JG, GREAT

BRITAIN]: "I'm writing to you from Cambridge where I've spent my first two weeks. I've got plenty of work and my time is tight. We have to write one essay a week so reading + writing absorb most of my time. I keep trying to improve my proficiency in English but I have to spend much more time on reading than other students.

At the moment I've got spare time. Yesterday I've finished my essay so the countdown for the next essay has not yet begun.

It's logical that *E2000* won't come out till the end of the first term. I have to focus now on my studies. So the next issue will come out in December. ((*But instead Georg folded... - PW*))

[Björn von Knorring]: "Mark Nelson, I was very impressed by the englishmen's 4-way line you showed us in the last issue. Could you show us (me) some more of these (in an article, maybe) because I haven't found any (I tried but I was not successful)."

[Brent McKee]: "Thank you for sending *Lepanto XXIV*. Hopefully this letter will contain money, even if it is Canadian. I would rather have *L4E* come out at greater times between issues than not come out at all."

I feel I must reply to Pascal Boulerie. First of all the original comment about the "national player" game was yours, Per, if I'm not mistaken. My contribution was to wonder somewhat facetiously whether participation should be restricted to players living within the current borders of the various countries or within the boundaries as they are depicted on the game board, hence my comment about an Israeli player taking the Turkish position.

One of the things that originally interested me about PBM Diplomacy was the international aspect of the game, or at least the potential for such games, since in North America at least such games are extremely rare. One of the things that interests me about international play is the different approaches that players from different national hobbies have towards play of the game. It seems to me that the Europeans I have seen play England tend to open A Liverpool to Edinburgh. In North America that is extremely

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uncommon. In fact I have had a player demand that I change my orders when I told him I was opening to Edinburgh, saying that such a move is blatantly anti-Russia. Personally I feel that opening to Edinburgh gives the English player greater flexibility for his second move. Given the possibility for different approaches I think a game with players born or living in each of the powers on the board would have interesting potential. Whatever insight such players would bring to the game by playing their "own" country would be a bonus. Obviously such a game would be a novelty, rather than the approach that every zine would have to adopt, but just maybe all of the players would gain an insight from the experience.

Beyond that I found Pascal's defense of his own position somewhat contradictory. At least twice he says that Diplomacy is just a game, and yet he says that he fears that a "national" game might lead to jingoism and xenophobia within the hobby. He also mentions that Europeans today are beyond the bloody conflicts of their past. I agree, does that have anything to do with this particular approach to playing this game? My great grandfather was part of the Canadian army that took Vimy Ridge in 1917. One of my uncles spent 8 hours in the Mediterranean Sea when the troopship he was on was torpedoed by an Italian submarine before the invasion of Sicily in 1943. I don't feel any particular animosity towards the Germans or the Italians either. Any feelings that a "national" game would produce would reveal more about the person playing the game than about the way the game has been structured.

As a final point I would like to disagree with Pascal about the setting of the game. I don't think it would have had anywhere near the sustained popularity that it has had if it were played between seven abstract concepts like colours or shapes. There is a certain romanticism which surrounds pre-war Europe and the wheeling and dealing to form alliances in the years before the assassination of Franz Ferdinand. The image of elegantly dressed men and women strolling on the Quai d'Orsay or Unter den Linden brings a sort of sad nostalgia which is attractive and to which we feel a sort of attachment. It is hard to feel any sort of attachment to Lozenge."

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**PG15: El Gordo** The last answers in El Gordo 1992 was:

**2 (Winner PSFP)** — Mu. [No one got this]

**10 (Presidential Election)** — Clinton. [None]

**14 (Continent)** — Latin America. [None]

**15 (Official inflation rate)** — 1.9% and as Ulf was closest he gets this point.

So we have Roland as winner on 4.

Myself, Björn Westling and Ulf Jiretorn got 3.

Björn von Knorring got 2.

Joakim Spångberg and Daniel Berg got 1.

What can I say... It sure looks like a too tough competition. But I will try it once more. So give your predictions (for El Gordo 1993) in the following events:

1. Will be the winner in SM in Diplomacy?
2. Winner of SDR?
3. Winner of "Fansinpollen" (PSFP) 93?
4. Which country will win the European Song Contest?
5. Who will win the Formula 1 Championship?
6. The name of the man to get the Academy Award ("Oscar") for best leading part?
7. The same for a woman?
8. Will the Swedish government fall and a new election be declared during 1993?
9. From which continent will the Nobel Prize Winner in Literature come?
10. Official inflation rate during 93?

My predictions are: 1-Nils Lindeberg, 2-Dan Hörning, 3-Avgrunden, 4-Great Britain, 5-Nigel Mansell, 6-Al Pacino, 7-Emma Thompson, 8-No, 9-Europe, 10-3%.

In the categories where a number is needed the one(s) to get closest get the point. I like to get any predictions before March 1st, and you can include suggestions for categories in the 1994 El Gordo. The winner will get 3 free issues (or an equal prize in credit to SVB if already a trader).

# Svenska Diplomacy Rally Ansvarige

# Roland

## meddelar

Antligen har Per Westling tagit sitt förmåst till fång och lämnat över Svenska Diplomacy Rallyt till en ansvarsfull och duglig person, nämligen mig! Jag har varit missnöjd med det system som tidigare har använts, jag har ju inte vunnit sedan 1990, så nu har jag gjort flera väl genomtänkta och perfekta ändringar.

De konvent, kongresser, möten etc som meddelar mig tre månader (så jag hinner skaffa biljetter och åka dit) innan tävlingen att de kommer att arrangera Diplomacy kommer att delas in i klasser enligt nedanstående tabell. De tävlingar som inte gör det kommer att automatiskt att hamna i klass ett (Om de platsar). Undantaget de etablerade turneringarna som klassas efter storlek automatiskt. I skrivande stund: GothCon, LinCon, UppCon och BorCon. Den tävling som är SM det aktuella året räknas en klass högre.

Klass	Antal deltagare	Placering: 1 2 3 4 5 6 7 8 9 10 11 12 13 14
1	28 - 48	Poäng: 10 7 5 4 3 2 1
2	49 - 69	Poäng: 15 11 8 7 6 5 4 3 2 1
3	70 och uppåt	Poäng: 20 16 12 11 10 9 8 7 6 5 4 3 2 1
4		Poäng: 25 21 17 14 13 12 11 10 9 8 7 6 5 4

Sedan vid årsskiftet så sammanställs resultatet, då tävlingperioden är satt till att vara mellan den 1 Januari och den 31 december. Jag lägger ihop resultaten från den aktives tre bästa konvent plus ett eventuellt resultatet från SM-turneringen. Vinnaren av det årets Svenska Diplomacy Rally blir den som skaffat sig den största summan poäng.

Anledningen till att endast fyra turneringar (inkl SM) räknas är att det alltid finns några konvent där samtliga deltagare lyckas enas om att enbart slå på mig. Så då lyckas de så klart hindra mig från att vinna. Och jag slutar då istället på en misserabel andra (eller sjätte) plats istället. Om det nu mot all förmodan skulle visa sig att jag inte vinner i år heller så, blir jag tyvärr tvungen att ändra systemet igen.

En annan anledning till systemändringen är att jag på detta sätt hoppas rensa bort kobolder som Nils Lindeberg, Dan Hörning, Niklas Jansson och Björn von Knorring. De skall förhoppningsvis inte återses i tabellerna i fortsättningen.

Anmälningar av konvent, beundrarpost och frivilliga bidrag till stödjande av Diplomacyhobbyn i Sverige kan skickas till er ödmjuka SDRA:

Roland Isaksson  
Tvillingvägen 13  
144 64 Rönninge

Författat under ignorerade påtryckningar från Per Westling, Dan Hörning, Björn von Knorring och Nils Lindeberg.

# Rating-listan

## till och med AvCon 2.0

Samtliga partier från de konvent under 1992 och 1993 som ingår i Svenska Diplomacy Rallyt har använts för att ta fram denna första rating-lista. Undantaget är BorCon där tyvärr endast resultatet från finalbordet finns bevarat för eftervärlden. Beklagligt nog är det Dan Höming som leder, vilket måste tolkas som ett dåligt betyg för Tronds system. För inte kan väl ändå en kobold (om än självutnämnd) vara Sveriges bästa Diplomacyspelare? ;-)

Pl.	Namn	Ort	Png.	#	Pl.	Namn	Ort	Png.	#
1.	Dan Höming	Stockholm	1898	26	38.	Tor Nordkvist	Onsala	1510	6
2.	Nils Lindeberg	Uppsala	1825	10	39.	Cristoffer Wiker	Borlänge	1509	3
3.	Karl Stengård	Huddinge	1802	11	40.	Kim Rosenberg	Upplands-Väsby	1507	4
4.	Henrik Tonkin	Linköping	1751	8	41.	Anders Persson	Gävle	1507	3
5.	Björn Von Knorring	Uppsala	1719	27	42.	Magnus Nilsson	Linköping	1507	3
6.	Johannes Nesser	Uppsala	1674	7	43.	Robert Steneholm	Trosa	1501	3
7.	Niklas Jansson	Smedjebacken	1673	16	44.	Paul Nilsson	Bromölla	1500	8
8.	Erik Ny	Borlänge	1649	22	45.	Magnus Lundgren	Göteborg	1499	3
9.	Terje Sundberg	Västerås	1635	4	46.	Jesper Währmer	Tensta	1498	7
10.	Lennart Borg	Täby	1630	8	47.	Per Bohlin	Uppsala	1498	3
11.	Hans-Eric Grönlund	Gävle	1622	9	48.	Fredrik Arsaeus	Stockholm	1498	3
12.	Calle Höglund	Lidköping	1617	14	49.	Jakob Wallgren	Stockholm	1497	5
13.	Mattias Engelbrand	Nacka	1611	10	50.	Tobias Lindberg	Västerås	1495	3
14.	Hanz Johansson	Umeå	1599	4	51.	Joakim Malmén	Linköping	1491	3
15.	Anders Westermark	Uppsala	1598	4	52.	Magnus Nilsson	Norrköping	1489	3
16.	Roland Isaksson	Rönninge	1589	21	53.	Stefan Pagnéus	Järfälla	1483	3
17.	Björn Westling	Borås	1586	8	54.	Thomas Nilsson	Upplands-Väsby	1481	3
18.	Jeanette Pahlén	Stockholm	1583	5	55.	Mikael Hansson	Enköping	1480	6
19.	Jan Balkeståhl	Borlänge	1578	6	56.	Johan Okker	Täby	1477	3
20.	Magnus Selhammar	Uppsala	1574	9	57.	Erik Eriksson	Gävle	1476	3
21.	Roine Göthberg	Surahammar	1566	6	58.	Johan Petterson	Köping	1475	5
22.	Oskar Kinding	Täby	1561	16	59.	Jacob Nyberg	Östhammar	1474	5
23.	Shaun Demick	Coventry, UK	1560	3	60.	Andreas Lyttner	Östhammar	1464	3
24.	Niklas Persson	Uppsala	1542	3	61.	Ingemar Eriksson	Nyköping	1459	3
25.	Ulf Jiretom	Gislaved	1539	4	62.	Jacob Jonsson	Trosa	1458	3
26.	Leon Lindbäck	Stockholm	1535	4	63.	Henrik Johansson	Umeå	1458	6
27.	Magnus Widqvist	Uppsala	1534	13	64.	Tommy Eriksson	Borlänge	1452	3
28.	Joakim Spångberg	Borås	1533	5	65.	Per Forsberg	Trosa	1450	3
29.	Ingvar Gråns	Lund	1527	3	66.	Jonas Nelson	Stockholm	1437	7
	Emil Nilzon	Gustafs	1527	14	67.	Andreas Imeryd	Trosa	1420	4
31.	Björne Andreassen	Upplands-Väsby	1525	4	68.	Rikard Sars	Mockfjärd	1411	7
	Reidar Magnusson	Gustafs	1525	3	69.	Tomas Larsson	Jämshög	1404	4
33.	Bo Jangeborg	Göteborg	1523	4	70.	Jörgen Nilsson	Malmö	1398	5
34.	Fredrik Östman	Viksjö	1517	3	71.	Tomas Lövgren	Kolmården	1370	4
35.	Terje Engelbergsen	Kristinehamn	1513	4					
36.	Tor Nordkvist	Onsala	1510	6					

# = Antal partier

Av Joakim Spångberg.

# Globetrotter #2-5

by Shaun Derrick

<sup>1</sup> ((Below are the three latest issues of Shaun Derrick's subzine *Globetrotter* that has been laying in my file for some time. Notice that there is no "Issue 3" as Shaun messed up his numbering system. – PW))

## Vol IV Issue 2

### Editorial

Firstly, I would like to establish who exactly will be getting this issue of *Globetrotter*, as my intention is that it is reprinted in as many zines as possible throughout the world in order to obtain maximum coverage. I believe that the zines that are printing it for me at the moment represent a good cross-section of the world hobby. This issue will be going to the following:

U.K. Iain Bowen, 5 Wigginton Terrace, York, YO3 7JD (*Y Draig Goch*)

Richard Walkerdine, 13 Offley Road, Hitchin, Herts, SG5 2AZ (Manorcon)

U.S.A. Larry Peery, PO Box 620339, San Diego, California 92162 (*World Diplomacy*)

David Hood, 2905 20th Street N.E., Hickory, North Carolina 28601 (*Diplomacy World*)

Sweden: Per Westling, c/o Lindh, Drabantgatan 11, S-58346 Linköping (*Lepanto 4-ever*)

France: Xavier Blanchot, 99 Boulevard Raspail, F-75006 Paris (FFJDS)

Australia: Clive Lane, 53 Pritchard Street, Annandale, NSW 2038 (*Beautiful Losers*)

Other recipients will likely be: Lei Saarlainen (France), Mark Nelson (UK), John Cain (Australia), Vladimir Belov (Russia) and Tom Fu- lopp (Czechoslovakia).

I would like contacts in Ireland, New Zealand (Brendan Whyte??), Belgium, Netherlands, Germany, Canada, Switzerland, Austria and Spain — can anyone help?

### The WorldDipCon Debate

I have received numerous replies to my last issue of *Globetrotter* which, on the whole, agree with my views. It seems apparent that most ideas are polarising into the yearly, five zone format; I am a little disappointed that any mentioning of the "floating year" was negative. I still like the idea, but the following alternative put forward by Larry Peery, Xavier Blanchot, Lei Saarlainen and others is to split Europe into two different zones ie:

1. U.K. & Ireland
2. USA & Canada
3. Oceania
4. Germanic Europe
5. Latin Europe

My previously suggested rota to be alteres thus:

1994	UK
1995	France
1996	USA
1997	Australia
1998	Austria (?)
1999	UK
2000	'A Latin European country'

My main concern with this rota is that besides France there are probably no other Latin countries that could hold WDC; note that the idea of having a Latin zone was either French in origin, or latched onto by the French due to the possibility of them holding two WDC's within the next 8 years. Not that this is a bad thing as such, but the holding of WDC in a non-English speaking country has yet to be tried!

<sup>1</sup>Shaun lives at 313 Woodway Lane, Walsgrave, Coventry, CV2 2AP, U.K.

Furthermore, Austria is desperate to hold WDC in 1996, but it seems a forgone conclusion that it will be held in the USA that year. Lei Saarlainen has intimated that if the Austrians can't have the WDC in the 1996 they don't want to at all! If indeed that is their attitude, then 1998 looks like going to Holland, Germany or Sweden (which I will be visiting in June to attend LinCon).

### **The '1993 Diplomacy Yearbook'**

Have you ever wanted to know who the members of the winning team at ManorCon '84, or perhaps how many times Jim Mills have won a tournament, or see how you rate amongst the world's best players? Look no further. By November I hope to have published as many facts about tournament Diplomacy than has ever been printed before in one volume. I know it's a tall order, it won't work, etc, etc. I have been collecting data from around the world on Diplomacy tournaments in order to publish this 'Yearbook'. It will appear in 'zine format, and hope that it will become a yearly publication, similar to other sporting yearbooks. I hope to include the most complete analysis of players ever compiled for tournament play, using Lei's world rating system.

Of course my records are far from complete, particularly on the American scene, so anyone who can send me details of *any* tournament results will be acknowledged. The minimum amount of information I need is the top 7 players and best country awards; if there were no best country awards, I would like the final s.c. count for each game. Anyone know a cheap printer!!!

### **Forthcoming Diplomacy conventions**

*((As this issue is way to old I see no reason to reprint this list of 12 cons around the world. Lets go to the next issue instead, which is #4 (see above). - PW))*

# **Vol IV No 4**

**LINCON, held in Linköping, Sweden over weekend of 05-08 June 1992.**

Flew into Jönköping hoping to get a lift from Björn Westling, Per's brother. No-one turned up, so half an hour later I took a taxi into the town and boarded a train bound for Linköping, due to arrive at about 1930hrs. It duly arrived on time. I had left home before Per could advise me that no-one would be there to pick me up at the airport. Good travel experience, being stranded!! The train was comfortable, airline-style seating throughout, and you were allocated a seat automatically upon booking – no standing passengers – it was half empty anyway. The scenery had little to offer except mainly flat expanses of forest, fields and lakes.

Checked into the Frimurare hotel and ordered a taxi with 20 minutes to go before the first round of Diplomacy – a quick 'catlick' and change, then off to the Universitetet! The taxi driver forgot to set the clock, so we bartered on the fare, Per mentioned that it would be about SEK80, so we settled on SEK65. Found my badge at the reception desk, studied the plan of the building, and straight to the Diplomacy room. The con' was mainly SF and Fantasy with many role-playing games taking place, only Diplomacy, Civilization and Squad Leader were 'official' boardgames with a competition attached. The building used to house the con' was quite large (it needed to be!), divided into rooms of varying sizes. Each type of game was allocated to a particular room or rooms – a neat idea. Each delegate was given a plan with the room numbering system in order to find the games more easily.

Apparently, I was the only foreigner there, apart from, perhaps a few Finns; but certainly the only one playing Diplomacy. I found Per Westling, a tall, bespectacled chap (well, I couldn't ride his bike!!), very amiable and helpful. One advantage about Swedish con's is that all your opponents speak some English – at least to get by in Diplomacy. I suppose this is not surprising since they have to use the Avalon Hill sets. My first game as Austria (yes, I did make it in time!) ended in a 3-way draw with England (Tobias...?) and Turkey (Joakim Almqvist). The game started at 2030hrs and didn't finish until 0300hrs; as you can imagine, people were getting very tired.

I was due to play in the Civilization tournament on Saturday morning, but I forgot to set my alarm clock at an hour ahead of BST! I had borrowed Per's girlfriends' bike to ride to and from the university; I hadn't ridden a bike for ages, so it was a strange feeling to be in the saddle again. My legs stood up to the test quite well – perhaps I'm not as unfit as I thought I was. It was about 2 miles between the hotel and university. One plus factor was that Linköping is a major university town, so there were cycle paths everywhere.

Being at a loose end, I gathered together a group of players for 'Grass' – the session lasted about 2 hours or more, eventually being won by Björn von Knorring. The second round of Diplomacy was the team tournament. I was playing for the *Lepanto 4-ever* team as England, drawn on a board with two excellent Swedish players, Roland Isaksson and Nicklas Jansson, luckily they were both Austria and Turkey respectively. I was fortunate to have Karin Hägglund drawn as France in her first game of Diplomacy!! Initially we formed a F-E-G alliance to counter the possible Austro-Turkish alliance that was looking likely. I took Bel and moved north while France just took her Iberian gains and waited. I persuaded Italy to stab Austria, and I think this could have had quite a significant on the outcome of the game. Austria then sort of allied with Turkey giving up centers to him whilst taking them from Italy. I had to stab one of my allies, so it had to be Germany, France was doing everything I asked her to, and seemed a good bet for a game-long alliance, by now she was well into the Med'. Germany collapsed, Russia went the same way, and Italy was just holding on. I decided that with 3 years left it was possible for me to get a win, so I took a French centre and moved fleets into position to stab good and hard next year. Unfortunately the danger of Turkey also getting a win meant I had to ensure that France did not turn all her forces round against me. The game ended in a two-way draw between me and Turkey. I had a reasonable score in my first two games, but as only two of the three count I wanted another game to try and improve my position – particularly if I get on top board which carries a 20% bonus.

Incidentally we won the team tournament.

The weather was sweltering, it must have been 28°C+ every day I was there. The rooms in the complex were not designed for the heat of summer, thus we roasted as we played. Slept better that night.

I presented a short lecture on the past, present and future of WorldDipCon, followed by a short question and answer session. There were about 30 eager (?) listeners in the auditorium. The main theme seemed to revolve around the possibility of Sweden holding a WDC, more of which is at the end of this report.

One very positive feature of the con' was the kiosk, selling food and drinks 24 hours a day – manned by delegates who shared the responsibility for a few hours at a time.

The third round of the Diplomacy started on Sunday evening at about 1800hrs – I was seeded to the top board, got Turkey (thank goodness!). As an Englishman, I was sure that they would not let me win the first Swedish Championship, so I wanted to draw a country that can survive heavy bombardment yet still be there at the end. As it happened I should not have been so pessimistic, Russia proposed a steamroller as he wanted to move north against England. England was may mate from the second game, Niklas Jansson who was leading the tournament with a win and 2-way draw, Russia was Nils Lindberg with a win and a 3-way draw, so they were watching out for each other. Everyone else seemed to know where they were in relation to each other, yet I knew nothing – possibly a good thing. Top board paranoia set in as country after country came to me saying they needed to maintain their lead over so and so, or I need to overhaul so and so. I decided to go along with Russia as his intentions seemed to be clearer, and as such was up to 7 centres in 1902! Italy and France were very close in the tournament, and so Italy made little attempt to stop me taking Austria out. The game took quite a few twists and turns, with Italy playing a devious game to survive between me and France for quite a long time, Germany disappeared after France, England and Russia decided to take him out, the net result being a 3-way draw between F-R-T, without England, even though he was on 7 centres; reason being he knew he had won the

tournament. If only I had stabbed Russia harder I would have got 3rd place in the tournament, as it was I had to settle for 4th. France (Björn von Knorring) only managed 8th, the surprise was that Kalle Stengård came 3rd – he was the Germany in our game, but his two previous results had been good.

Nice prizes again: Silver cups for 1st, 2nd and 3rd; ornamental glass trophies for 4th to 7th places, and medals for the team winners.

I enjoyed the convention, even though a couple of people there said that it was not one of the best they had been to. There were 92 Diplomacy players, which might astonish some people. It goes to prove that the Swedish hobby is well and truly alive and kicking; and, for this reason, I am sure a WDC could be held in Sweden. There were more players at LinCon than at WDCIII! Organization was adequate, but could do with some improvement, such as the timing of games, and a better structure for running the tournament. The problems I can foresee in holding a WDC in Sweden, or any other Scandinavian country for that matter, is the cost of travel and accommodation. Having said that there are some special rates available for this summer around £179.00, and could be cheaper if you know a good 'bucket shop'. Hotels are quite expensive, but there are lean periods of occupancy when they will give special rates, which is useful as con's to be held over Bank Holiday weekends when hotels are quite empty. For many things Sweden is expensive, it cost me £40 for two phonecalls home from the hotel for less than 30mins! My only other expenses were the train and taxi which were no more than here. All my food and drink was bought from the kiosk, and that was good value – perhaps due to it being the University 'tuck-shop'.

Many thanks for Per Westling for the help and cycle hire, and in particular, the efficient communication before I went. I certainly hope to return to Sweden to play in another tournament.

*((Some comments by Per: I don't think there was any other foreigners this year. Normally only a few Norwegians attend, and only the con in Göteborg have any higher foreign attendance (Norwegians in this case as well).)*

*The total number of people attending was above 400, which make LinCon the 5th or so con size-wise in Scandinavia, 4th in Sweden.*

*Regarding the positions after two rounds of Diplomacy these were kept secret although wins tend to be known. I was running the tournament by myself which almost was to much, and if I run it next year I definitely will try to get somebody to help me. Yes, timing is one problem I still have to solve.*

*Sweden is expensive. Especially hotels. When calling from home Sweden is very cheap instead.))*

## WorldDipCon debate

Thanks to all those of you who have written to me to continue the WDC debate. We have yet to clarify the true nature of WDC in the future, but the following is, on the whole an answer to the various comments I have received.

Mark Nelson does not believe that the threat of 'rebel' WDC's are serious, if indeed, they ever came about, and I suspect they never will; the support for an 'official' even will be hard enough to promote and gather players for, so any 'rebel' WDC is unlikely to succeed. If it does, then it should have been hosting WDC anyway! Don del Grande ((USA)) fears that there could be problem within the USA/Canada zone when the event is held there, as so many conventions would like to hold it. There has always been an assumption that DipCon will always hold any WDC that is held there. I don't agree that this should be the case – I am sure AtlantiCon, PacifiCon, DixieCon or CanCon are all capable of holding a successful WDC; but, the number of delegates living in the USA may prefer to combine the two 'big' events as the cost of going to both in terms of time and money may be prohibitive. The answer to this potential problem is not just to allocate to an area but to a particular convention.

The annual WDC is now a forgone conclusion, only Thomas Franke thought it better to have a biannual event. My 'floating option' idea has, on the whole, been rejected, but not by everyone, there is support from Mark Nelson and Per

Westling. There were suggestions of every year being a 'floating year', but this is surely impractical, a zonal system ensures fair distribution of the event without WDC from 1994, as there will always be some convention somewhere that will be willing to host it.

The Diplomacy tournament is most definately the major reason for holding WDC, there would be no 'WDC' without the Diplomacy tournament; it is only in UK and Germany where the Diplomacy is not the main event – just look at WDCII and III – they were almost solely Diplomacy with all other activities having to fit in and around the main event. I do play other games, but not at the expense of a round of Diplomacy! LinCon was different as it included all the Fantasy and SF element which overshadowed the board games.

Now; after the talking we need the action. I suggest that there should be an informal meeting at ManorCon in July to discuss WDC in more detail. Hopefully Iain Bowen, Richard Walkerdine, Pete Sullivan, and Mark Nelson would take part, along with any international players that may be at the convention. How about it chaps!?

Here again is the rota for WDC:

- 1994 UK (ManorCon, Birmingham)
- 1995 Europe (France)/Latin Europe
- 1996 USA/Canada
- 1997 'Floating year'/Germanic Europe
- 1998 Oceania
- 1999 UK
- 2000 Latin Europe?

If the 'floating year' is acceptable then applications need to be presented at WDC two years before the event, in the above case, in France(?) in 1995, and voted on by delegates at WDC and also ManorCon, DipCon adn CanCon (Australia). Each convention will have a voting form inside their programme booklet inviting delegates to vote for their preferred host. Results can be collected by the convention committee or sent to someone such as myself to declare the winning bid. I have no objection voting twice if they attend more than one of the conentions at which voting is taking place.

Each zone needs to establish which convention will host the tournament, this needs to be done internally, with outsiders only getting involved in the event of dispute. Something I am sure will not need to be carried out.

## 1991 International Diplomacy Yearbook

This is coming along OK – I have a lot of results thanks to Don del Grande in the States, and Per Westling in Sweden, but I know that I am missing a heck of a lot of results. To reiterate what I need: I want results of any tournaments held anywhere, the minimum requirement is the top 7 players in the tournament and the best players at each country, but the final S.C. counts would be a very good substitute for the best country awards. I particularly want results from France, Belgium, Holland, Australia and Austria. I still have not seen the official results for WDCIII, DipCon XXIV/CanCon IV, even though I went to both events!

One *must* for all Diplomacy conventions is that there should be a Programme booklet and a final results booklet sent to *all* who attended.

Anyone know of any *good* Diplomacy articles – may be useful for the IYB.

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I have not listed forthcoming conventions this time as most people get to know about them through other sources.

# Vol IV No 5

## Editorial

Many of you will wonder what happened to Vol IV No 3 – well it didn't exist, I have just missed out that number inadvertently.

We have had the glut of summer conventions, of which I only attended ManorCon here in the UK (see report later). I would have dearly loved to have gone to Paris for the First European Tournament, but there is only so much one can afford

in both time and money to do. I hope to see a report of the convention soon. This was a taster for next years European Championship proper, to be held in Paris next year, and even more importantly as a tentative step towards recognition for the holding of WDC in 1995. Tournament Diplomacy is well and truly growing, there are 34 tournaments this year throughout the world, while there were less than 20 five years ago! Dilution of attendances is a problem if there are som many competitions, but the more tournaments held the more publicity we should be getting.

### ManorCon '92, Birmingham University, UK 17-20 July

With nearly 400 delegates attending this year, this made the convention the biggest ever worldwide, it was organized very well considering the enormous amount work involved, and despite the pressure on the committee. Richard Walkerdine was working flat out on the registration desk, clearly needing help on Saturday morning when there was a big influx of 'on-the-door' delegates.

As usual there were games of just about everything going on, intermingled with the breakfast eaters, but I was looking forward to the Diplomacy tournament as always. Pete Sullivan did a sterling job of runnign it, but I still disagree with this hidden scoring system – how can you play a tactical game based on scoring performance if you don't know what the scoring system is? I cannot think of any competitive pastime that endorses such a strange idea. Still, this did not deter me, and I was playing Germany in a game of unknown opposition, except for Neil Kendrick(A). To those who attended the outcome is well known, but it happened like this: Myself and Ken Dennis(F) formed a trusting game-long alliance to eliminate everyone else and end up with a 17-17 draw; of course this was no easy task, firstly Sean Weir(E) took a long time to die, and Neil had rallied the others round to form a stalemate line which looked pretty secure. TO our relief, Tim Troman(T) stabbed Austria hoping to get a share if a 3-way draw – he nearly persuaded me, but we preserved and by 1914(?) he was pushed back

into his own country. Ken could have stabbed me to win the game as Tim allowed him to take some centers while keeping me back ie trying to throw the game to us in an effort to force the draw – it nearly worked as France was on 17 centres and I was on 15. The final year, and we decided how to split all the centres to obtain a 17-17 draw, but being an opportunist I stabbed Ken to end up on 20 centres and the win. Ken took the stab in good heart, but I think he will be a wiser man for this experience. There were 2 other wins on the day, Vic Hall and Phil Day both won as Russia, so the next day was set for a real showdown – all wins being equal. I played a game of Broker later then called it a day after an 11 hour session of Diplomacy (no time limit – an excellent point).

Day 2, and all 3 winers were playing on different board; there was a suggestion that we should all be on the same board, but although I agreed at the time, I am glad we weren't as another win could have affected the top 3 placings – and nearly did.

I was drawn as France in another game if unknown opposition. John Davis(E) played pathetically, so was eliminated as quickly as possible by myself and Mark Stretch(G). I had visions of another F/G alliance building up as he then wnt after Russia while I enteres the Med'. In fact Italy had attack me early on, but I just maintained my composure whilst eliminating England with German help. Turkey had mis-ordered twice in teh first two seasons so was scrubbed from the board by Russia and Austria – it was now down to us four – a 4-way draw was proposed but rejected as Italy was now helping me against the Austrians who had stabbed him whilst his back was turned. The last few seasons moved very quickly as I wanted a good sc count to be in with a chance of winning the tournament... I settled for 15 which just wasn't enough. Phil Day scored 16 as Italy in his game while Vic Hall lost out as France in an Italian win by Toby Harris. Phil secured the title, I was 2nd, Vic was 3rd and Toby was 4th. The last win at ManorCon was in 1988 (WDC) which was also attained by Phil Day as Russia. The 'Ode' team won the Team Championship, so we (Liverpool) lost our crown.

Later on there was a debate on WorldDipCon

between myself, Mark Nelson, Xavier Blanchot and Bruno-Andre Giraudon. There was no ManorCon committee member to be found, out eating I think – does this mean they don't care to be involved or, as rumour suggests, they still consider WorldDipCon their own by some "right"!? The main debate surrounded the 1995 WDC which the French wish to hold, but they are still unsure about the lack of recognition in the English-speaking hobby. My advice to them was to make all the preliminary arrangements and advertise the fact that they will be holding WDC in 1995 without referring to anyone. As there is no 'official' recognition, or body to which one must apply, there is no reason why anyone cannot hold WDC, but being sensible, there needs to be a certain acceptance from the hobby as a whole, in particular the zine editors. Overall an exciting event which is ever attracting more foreign interest, WDC 1994 will, I'm sure be a truly great event, and perhaps the start of truly international conventions.

### **The European Diplomacy Championship (EuroDipCon or EDC)**

Not to be satisfied with arguing about the rota for WDC, we now have EDC, complete with all the same problems as WDC but without the rest of the world – not that this is going to make things any easier.

France is definitely holding the event in Paris in September (?) 1993, but who is going to hold it after that, as far as I know no-one but the French and maybe a few others have really thought about it. OK, it is not as important as WDC but if there is to be an EDC, which I think there should be, we need to establish a rota for this too. This tournament could be even better than WDC for bringing the European hobbies together more frequently. So how about a rota for EDC?

How about this...

**Zone 1** Western Europe inc. France, Spain, Portugal, Switzerland and Belgium

**Zone 2** Central and Eastern Europe to inc. Austria, Italy, Germany, Holland

**Zone 3** Scandinavia to inc. Norway, Sweden and Denmark

### **Zone 4 British Isles**

The country or zone holding WDC cannot also hold EDC in the same year, so EDC has to work around WDC when WDC comes to Europe, thus the following rota for the next few years:

1993 France; 1994 Zone 2; 1995 Zone 3; 1996 Zone 4; 1997 Zone 1; 1998 Zone 3; 1999 Zone 4; 2000 Zone.

Basically I am looking for comments from the other European countries in particular, but anything from anyone anywhere in the world would be appreciated.

When EDC comes to the British Isles it would have to be incorporated into ManorCon or Mid-Con. Would either committee *want* to run EDC? These are questions which will need to be answered in the coming months. In the meantime let's open the debate.

*((For comments about EDC see letter column. – PW))*

### **The 1993 International Diplomacy Yearbook**

Information still arrives in fits and starts, some even on disk from Australia! So I am now putting the whole thing together which is taking me quite a long time; hopefully with the help of a friend with a super computer. I have nearly 500 names of Diplomacy players who have won awards somewhere in the world within the last 11 years. I am sure that it will be over 500 by the time the Yearbook is published. I have been in contact with Gibson Games, the UK manufactureres, to get an insight into what is happening on the comercial side of the Diplomacy hobby, and I am awaiting agreement to copy some works from the past which have a copyright, and I have added my own article on Outright wins in UK tournaments. I can guarantee that you will be quite surprised by some of the detail. I am now taking advance orders at the following cost:

U.K. inc post and packing .....	£1.50
Europe inc p & p .....	£2.00
Rest of the World inc p & p .....	£3.00

The Yearbook is being released at MidCon at the Royal Angus Hotel in Birmingham during

the middle of November. If anybody is going to attend and wishes to pick their copy up there, the cost will be £1.30.

Obviously I will need to have payments in sterling, but if you wish to risk cash in the post, the following rates apply:

US Dollars: \$6.00; Aus Dollars: \$9.00; French Francs: F24.00; German Marks: DM6.00; Swedish Kronor: SEK25.00.

I cannot accept any other currencies, but it would be advisable if one person in each country or region could act as a central collector in order to send just one payment – maybe a zine editor could do the job, or in the case of Europe, the Diplomacy organization.



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### World War II (Historical Wargame)

Modern version of Napoleonic Wars. In addition the game allows Research and Development and the usage of aerial warfare. (Rules £25.00, turns £12.50)

### World Conquest (WWII Technology Wargame)

This fully computer moderated game has dominated the US market for the last three years. It is now available in the UK. Amazing rulebook, in depth rules, many different units, laser printed map of explored terrain. This has to be one of the very best games available. (Rules £5.00, turns 1-15 £2.00, turns 15+ £2.50)

### Star Cluster Omega (Open Ended Space Game)

New players start immediately in this open ended Space Opera. Initially you develop and grow with other new Empires in nascent dimensions. Later, as you increase in strength you may travel the black holes to find further dimensions inhabited by older and stronger races. Production takes place on a monthly cycle and turns may be sent in at weekly intervals. (Rules £2.50, turns £2.50)

### BattleLords (Fantasy Wargame)

BattleLords is a 100% computer moderated mediaeval wargame where eight to twelve players embark upon a quest to recover three great treasures. Cunning, diplomacy, economic prowess and military might are the tools of the successful. Each turn you will ponder up to seventy orders. In return your latest military economic intelligence is clearly displayed on a superb multi coloured map. In addition a lengthy scouting report details your progress. (Rules £2.50, turns £2.00)

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## My end-game statement and some notes on how to play Diplomacy

I won Them, yipee. In the beginning I thought it should be impossible to win because it was my first game of postal dippy and I played Austria. I realised, however, after a while that everybody were beginners and my confidence grew. My first alliance was with Turkey. I thought it was necessary to either have an alliance with either Russia or Turkey as no alliance or one between RT would be disastrous for me. I wrote long letters to everybody but I got fairly short replies. The only one who wrote back was Leif Kjetil Tvbberg (playing Turkey) and I was glad he accepted my offer to take Rumania from Russia the first year. Our first agreement was that we both should grow at the same rate. I think it is a good idea to find a principle as a base for an alliance.

My other alliance was with Italy. Joakim Gusafsson didn't write as many letters as Leif did but we had a good understanding. Italy attacked France which was a good choice as the french player, Martin Hylerstedt, was a real beginner and Italy took some centers quickly there. In the meantime Russia and Turkey did something I really can't recommend. They both put a unit behind the enemy line. I think that was bad play. Once you get it there it is difficult to get it back and you can't negotiate with someone when you have a unit on one of thier home centers. It is also bad because you lose strength near your homeland, where you need it best. Maybe it is a good idea when you got more than ten centers but before that, don't do it. So when Turkey placed a army first in Sevastopol and then in Moscow at the same time as Russia placed a fleet in Ankara I had no problems to easily grab most of Russia. After that I was seven centers big and Turkey who had only five could do nothing when I attacked him. This was the most difficult decision I had to make during the entire game. Leif who played Turkey writes interesting letters but it was clearly a good time to attack him. I attacked.

Italy helped me but he forgot to keep track of my units and when I had eleven centers he had but eight and most of them were in France. My attack on Italy was succesful partly because he had trusted me too much and built to many fleets. At the sametime I attacked Germany. He made my attack very easy when he forgot to build two units and I took two centers from him in one year. A misstake like that has no excuses and to check ones orders carefully or put in a standing build order are the two possible solutions.

The GM John Robillard decided to end the game when I had sixteen centers due to four NMR:s from the other players. The only one who sent in a move was a one unit Turkey who fought desperately to the end.

Finally I want to say thank you to all the players, especially Leif, and of course our GM John.

### Notes

NMR:s are boring to the other players. PBM

diplomacy is very much a game of endurance and to win you have to fight one day every other month for several years.

I won this game because I wrote more letters than anyone else.

It is vital to know how much the others are negotiating. Ask them how many letters they write and what letters they get.

I think a games history is gratty overused in negotiating. Don't refer to earlier promises or alliances. You must convince your partner every turn that it is a good idea to continue to be allied. The only thing you use old letters for is to analyze your adversaries tactical skill.

On the other hand it is important to discuss the future with your ally. It is becuse of the future you stick together. That you both get one more center next round is important but it is in the long run that the alliance should be good. Don't overdo it, a game of Diplomacy can only have one winner. I think a good level is to stress the importance of the next five years.

The only important thing in a letter of negotiation is the suggested moves for next round. Don't look at anything but that, everything else is just trickery. (Even if I personally like people who write about other things than Dippy.)

In a game of Diplomacy you can trust only one thing and that is the units location on the board. Use that. In postal diplomacy you got all the time in the world to try (almost) every possible move and counter move.

Why the only thing you can trust is the units location? During the cold war both superpowers had intelligence agencies which tried to find out the truth about the other side. They collected lots of information. We call that SIGNS. The problem with signs is that you can't know wether or not it is true. Was a Sovjet threat true or was it just an attempt to manipulate the Americans. Out of the great amount of information they had to find out what was true. We call that amount INDEX. To separate INDEX out of SIGNS we use differnt rules. The bad thing about using a rule during the cold war was that as soon as the other side found out that one kind of information was trusted as INDEX they immediately altered the information to manipulate the other side. (To know what rules the other side trusted is INDEX) If then the first side found out that the information was manipulated they used that as a way of getting more reliable information about how the first side wanted to manipulate them. Thus another rule to separate INDEX out of SIGNS was made. A rule which developped was to trust defected spies. KGB used this to send masrivokas, prerared spies which gave away some real information but also accused non traitors. This wreaked havoc in the western intellegence agencies which thought the information to be true.

In Diplomacy there is one kind of information which always is INDEX. Use that to your advantage.

((The above was written by Ingvar Gräns - PW))

# Balcan Battle

Roland Isaksson Dec. 1992

This is a new variant for two players. And very fast, since there is no diplomacy or "spring-moves".

1. One player (Austria) starts in Vienna and the other (Turkey) in Constantinople. Both with armies. These are also homesupplycentres.

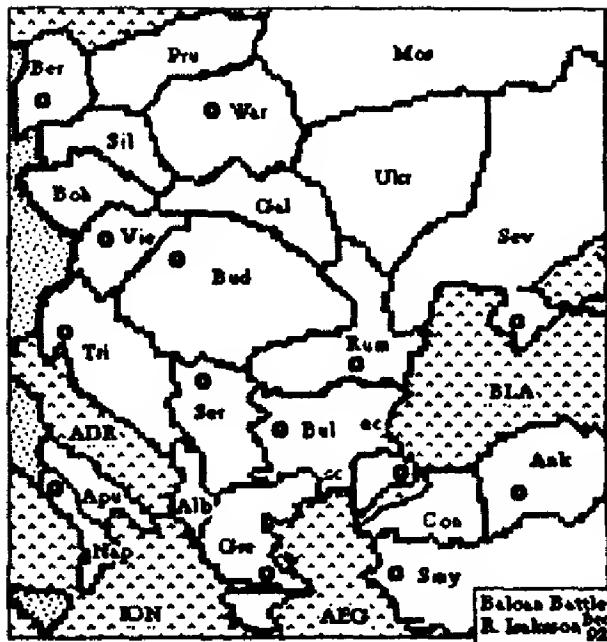
2. Every move is one year and are followed by a "winter-move" and adjustments. 1901: moves, winter 1901: adjustments, 1902: moves, etc, etc.

3. The first supplycentre each player conquers become homesupply too. So both players would soon possess two buildingcentres.

4. There are 14 centres in this variant. And the winner is the first to reach eight.

5. The map is a cut-out from the original map, with a couple adjustments. Moscow is no longer a supplycentre and is now connected with Prussia, Livonia has been removed.

Observe that Armenia is gone, so it's not possible anylonger to move the "backway" around the Black Sea with armies. But it is still possible to move fleets from Ionian Sea and Aegean Sea and vice versa.



1.3. The third move is 1901 and from now one there are adjustments after every move. See 2. above.

3. The first two centres the players conquer after Spring 1899 become homesupply centres. This means that two (or more) players could have the same centre as homesupply. But, of course, only the one who possesses it may use it.

4. & 5. As above.

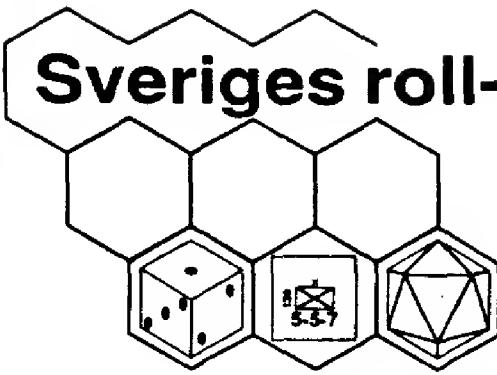
## 3-way BB

The rules above apply except for the following:

1. All three players starts in Bulgaria. No one owns it from the beginning.

1.1. The first move is Spring 1899. With this move the players chose if their first unit should be an army or a fleet. And where the fleet should start from (south or east coast). If two (or more) players bounce in an area they stay together in Bulgaria and have to make new tries by the next move.

1.2. The second move is Fall 1899. With this move the players try to conquer their first homesupplycentre. If a player don't manage to grab one at this stage (he is in a sea-area or still with another player in Bulgaria) he would just get delaid and he would receive one as soon he could conquer one.



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